# Proprioception Meg Jacobs PT Momentum Physical Therapy & Sports Rehab www.WeGetYouHealthy.com Financial Disclosure Mrs. Margaret Jacobs has no relevant financial relationships with commercial interests to disclose. Proprioception • Our bodies sense of it's own position, movement and balance in space. • Provides us with "body awareness" • A feedback mechanism • It can be trained • (What police officers test when they pull someone over. Without proprioception, we would need to watch our feet.)

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## Proprioceptive system Uses stretch and pressure receptors from our muscles, joints and skin to provide positional information to our brains • The brain analyzes the information, then provides us with a sense of body orientation and movement. It can be subconscious and reflexive in nature, i.e.: if the body tilts, the person tilts their head to level out the eyes. This info comes from the cerebellum and is known as the "Law of Righting". **History of Proprioception** • 1557- Julius Scaliger described position movement sensation as a "sense of locomotion". • 1826- Charles Bell broadened the term to involve "muscle sense". • 1880 Henry Bastian coined the term "kinesthesia" meaning tendons, joints and skin were giving afferent info (back to the brain) History • 1889- Alfred Goldsheider made classification of kinesthesia into muscle, tendon and joint sensitivity.

• 1906- Charles Sherrington introduced the terms proprioception, interoception and

exteroception

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Futavacantian	
Exteroception	
Organs responsible for information from	
outside of the body: eyes, ears, mouth and	
skin.	
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Interoception	
Organs responsible for information from	
inside of the body: internal organs.	
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Proprioception	
i roprioception	
Information/awareness of movement from  muscle, tenden and joint/articular surfaces.	
muscle, tendon and joint/articular surfaces.	

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# Kinesthesia Can be interchangeable with proprioception as meaning sense of body motion. Can be differentiated from proprioception by excluding the sense of equilibrium or balance, i.e.: ear infection decreases balance which decreases proprioception, but not kinesthesia. Kinesthesia is the sensation that a body part has moved, proprioception determines where the body part is in space.

# Following Injury to Joints and Ligaments

- Receptors in the joints, ligaments and muscles are damaged and demonstrate deficits.
- Information to the brain is impaired.
- Leaves the athlete with decreased coordination and prone to reinjury.

### Proprioception Can Be Trained

- Teaching the body to react appropriately to sudden changes decreases the chance of reinjury.
- It increases balance and coordination skills.
- It increases agility/quick direction changes.
- It increases the speed with which athletes return to sport.
- Want to initiate as soon as it is appropriate.

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# **Proprioception Progression** • It includes balance, coordination and agility. • Various equipment: floor, balance boards, BOSU... • Eyes open to eyes closed. • Double limb to single limb. • Static to dynamic to coordination and agility. **Static Training** • Tandem stance (heel to toe): EO, EC • SL stance: EO, EC • Stab trainer (half moon foam): progression 2 limbs to single limb - Stance - Calf raises - Mini squats - Hip x 4way - Lunges **Static Training** • Golf squats- large ball, marble • Bridges on Swiss ball- double to single • Wobble Board - Stand both legs progressing to SL - Add ball toss - Add weighted ball Add twist at trunk - Move ball one hand to other

# Static Training • BOSU- change difficulty by inflating or deflating dome - Balance B with EO/EC - Balance SL with EO/EC - Sport specific activities...FB, soccer **Dynamic Training** • Sport specific in nature including lateral movements, running and backward movements • Start simple and progress in difficulty • Start at slow speeds progressing to quick. • Run forward with quick change of direction backward. • Progress speed and distance, maintaining proper form. **Agility & Coordination** • Pivoting, twisting, cutting and jumping. • Plyo boxes, agility ladder • Progress double limb to single limb activities

• Focus on sport simulation specific movements

essential for return to sport.

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Program Design	
<ul> <li>Make sure the proprioceptive program is appropriate for your clients age, body weight</li> </ul>	
and level of competition.	
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Program Design- Age	
Kids < 16 yo CNS- Central Nervous Systems are not fully developed and do not send info to	
the brain as quickly as an adult, just as older adults have a similar problems due to a	
slowing of their CNS.  • Kids/seniors are also more prone to injuries	
during proprioceptive training due to less muscle strength than adults.	
mastic strength than address.	
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Program Design- Body Weight	
Increased weight of the client can limit what	
they can do. Make it appropriate for each individual client.	
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# **Emphasize Technique** • It is essential to do activities correctly. • Good alignment. • No compensatory movements. • Proper landing techniques • If they can not perform technique correctly, need to decrease the difficulty. • Improper form can lead to injury/reinjury. Contraindications • Acute inflammation, post op. Joint instability • Inability to perform techniques correctly **Proprioceptive Training Benefits** • Increases athletes/clients skill levels including balance, coordination, agility and speed. • Reduces risk of future injuries.

# Start simple and progress in complexity. Change the variables to include surface, distance, speed, duration of activity and weight of objects. Be creative and appropriate for each athlete/client. Have Fun!!! Bibliography - \*Amouth, long Resul, longen (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Magoagness data Arbitosa, Integrating Complexity (May 2010) in Genman Magoagness data Magoagness (May 2010) in Genman Magoagness (May 2010) in Genman Magoagness (Magoagness (May 2010) in Genman Magoagness (Magoagne