# Lecture 7 Motor Processes



#### Three Types of Muscles



**Striate (Skeletal) Muscle** Connected to Tendons to Bones Voluntary movements

Cardiac (Heart) Muscle Has endogenous rhythm of activity, modified by neurons

#### Smooth (Organ) Muscle

Can sustain contraction, Mostly autonomically controlled

#### **Skeletal Muscles**

## Come in "Antagonistic Pairs"

For each "FLEXOR" muscle, that moves bones toward body



There is a corresponding "**EXTENSOR**" muscle, that moves same bones <u>away from body</u>

#### **Neuro-Muscular Junction**



Motor Neurons (α or Alpha Neurons) release **Acytelcholine** onto muscle fibers

#### Fiber responds like a Neuron would!

Na+ gates open, Na+ enters cell Change in polarity opens Ca++ gates Ca++ enters cell...

BUT instead of causing release of neurotransmitter, Ca++ activates **Sarcomeres** to <u>contract</u> the muscle

#### Sarcomere Contractile Unit in Skeletal Muscles



#### Sarcomere Contractile Unit in Skeletal Muscles



#### Spinal Reflexes Simple Circuits



## Stretch Reflex







#### Pain Withdrawal Reflex



#### Scratch Reflex

## A Cerebellar Reflex

Like the human "Raspberry" (Tongue/Lip vibration)

# Oscillator Circuit

Such circuits can be reflexive OR controlled (e.g. clapping)

# Infant Reflexes

A Cerebellar Reflex



# **Babkin Reflex**

Press palms, fingers grasp & mouth opens

A vestigial attempt to cling to fur

## Infant Reflexes

A Cerebellar Reflex

# **Rooting Reflex**

Touch cheek, head turns & infant suckles



Can reappear in VERY drunk adults, if cerebellum suppressed by alcohol

#### **Cortico-Spinal** (Pyramidal) **Tracts** For control of <u>voluntary</u> motion, on <u>contralateral</u> side of body



## **Ventro-Medial Tracts**



#### **Bilateral** and **Ipsi-Lateral**

Primarily for control of posture, neck, shoulders & trunk, where one side cannot move separately from the other

Includes circuits for WALKING, since two sides must be in tight coordination

Make multiple connections in Tectum, Vestibular Nucleus, Reticular Formation, integrating with sensory & arousal systems

## Cerebellum



#### Cerebellum

#### **MNEMONIC:**

# Sarah the ballerina has a hell of a cerebellum!



## Cerebellum



# For rapid, well-coordinated movements requiring precise <u>timing</u>

Include preprogramed (like Saccades) and learned-through-practice behaviors...



...including shifts of Attention

#### Depend on <u>real-time</u> <u>Sensori-Motor feedback</u>

## Purkinje Cell



#### **Cerebellar Circuits**





#### **Cerebellar Circuits**



#### Sobriety Test for Cerebellum Function



Smooth ballistic motion of hand to face

#### Walking a straight line, requires balance (integration of vestibular input)

Cerebellum is particularly sensitive to Alcohol poisoning, impairing execution of these actions



## **Basal Ganglia**

#### Organizes activity into TASKS

A "Re-entrant System" that keeps track of status of "sub-goals"



"<u>Automates</u>" complex sequential process (e.g. driving)

"<u>Selects</u>" what's appropriate when

Pathologies include (OCD) Obscessive Compulsive Disorder, Attention Deficit Disorders (ADD) & Parkinson's disease

# Brain Regions Affected by Parkinson's Disease



Produces tremors, difficulty with smooth execution, cognitive deficits, eventually paralysis & death

#### Parkinsons' Disease

Treated with "L-Dopa", a dopamine precursor that crosses blood-brain barrier

But many side effects, since Dopamine so widespread & multi-functioned in brain



Can be caused by head trauma

But also traced to environmental toxins!





Motor Cortex



**Topological Cortical Maps** 



#### Motor Humunculus



Note that HANDS are particularly magnified even compared to Somatosensory map

### **Pre-Motor Cortex**

Prepare to act; Planning



Major language areas of cerebral cortex



## Mirror Cell System



Same cells respond when subject sees another perform that act



#### Integrated with activity of Mirror Cells in Parietal Lobe



Simulation of observed action