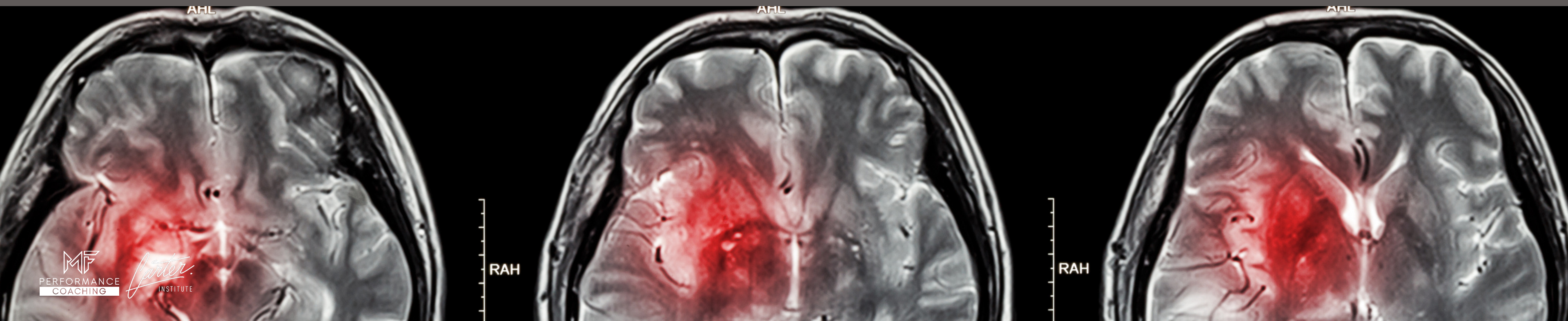




Applied Functional Neurology

Module 1: Introduction to Functional Neurology



The information discussed within is for educational purposes and is not intended to treat, diagnose, cure or slander.

Please consult your registered health professional if you have any concerns about your wellbeing.

**Looking at the nervous
system can be unnerving...**

**But it is the window
into the energetic body**

**Which opens
up possibilities
that you likely have
never considered before**

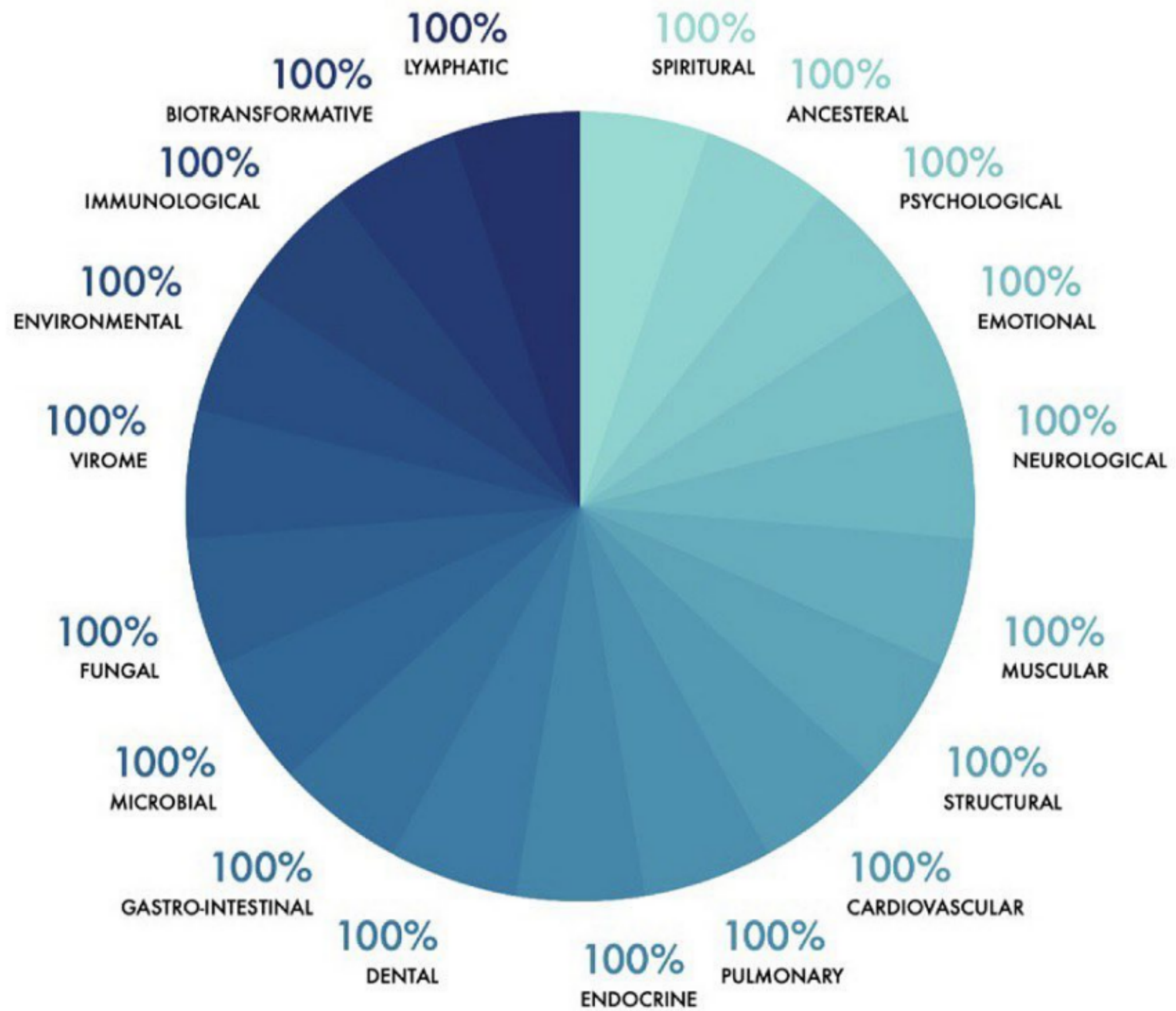
**Who here has played
with brains before?**

JOB SEARCH

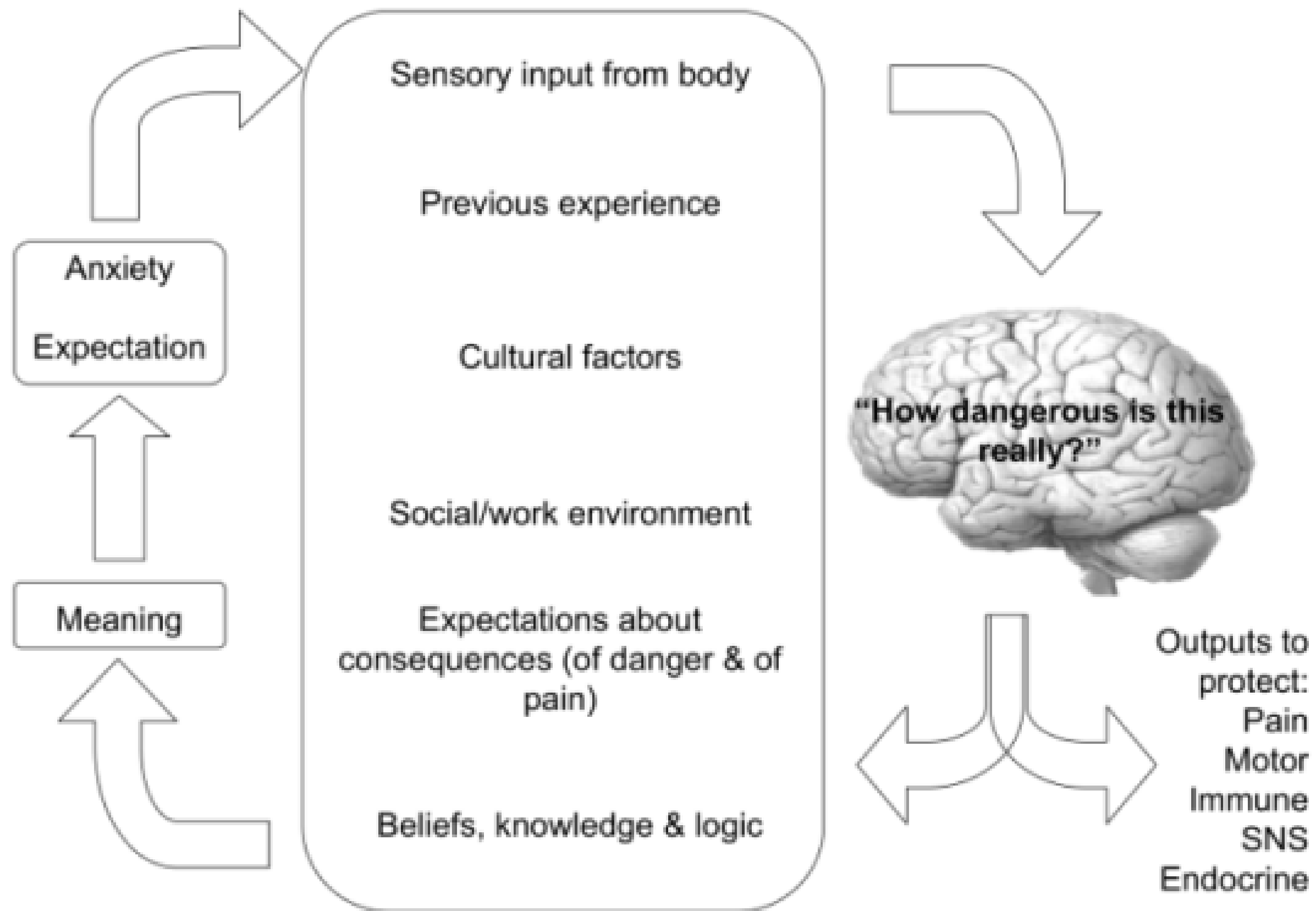


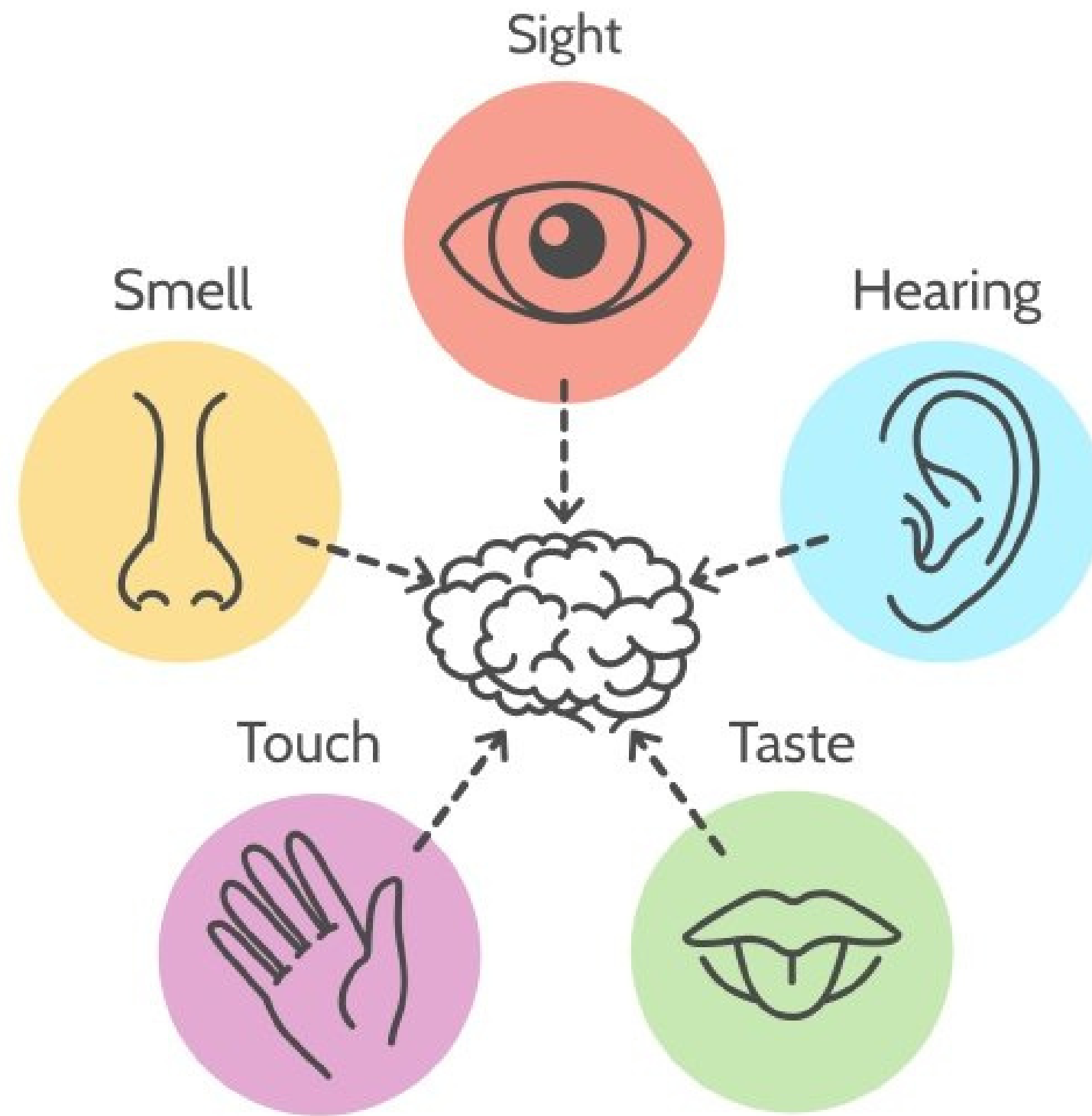
FIND A DREAM JOB

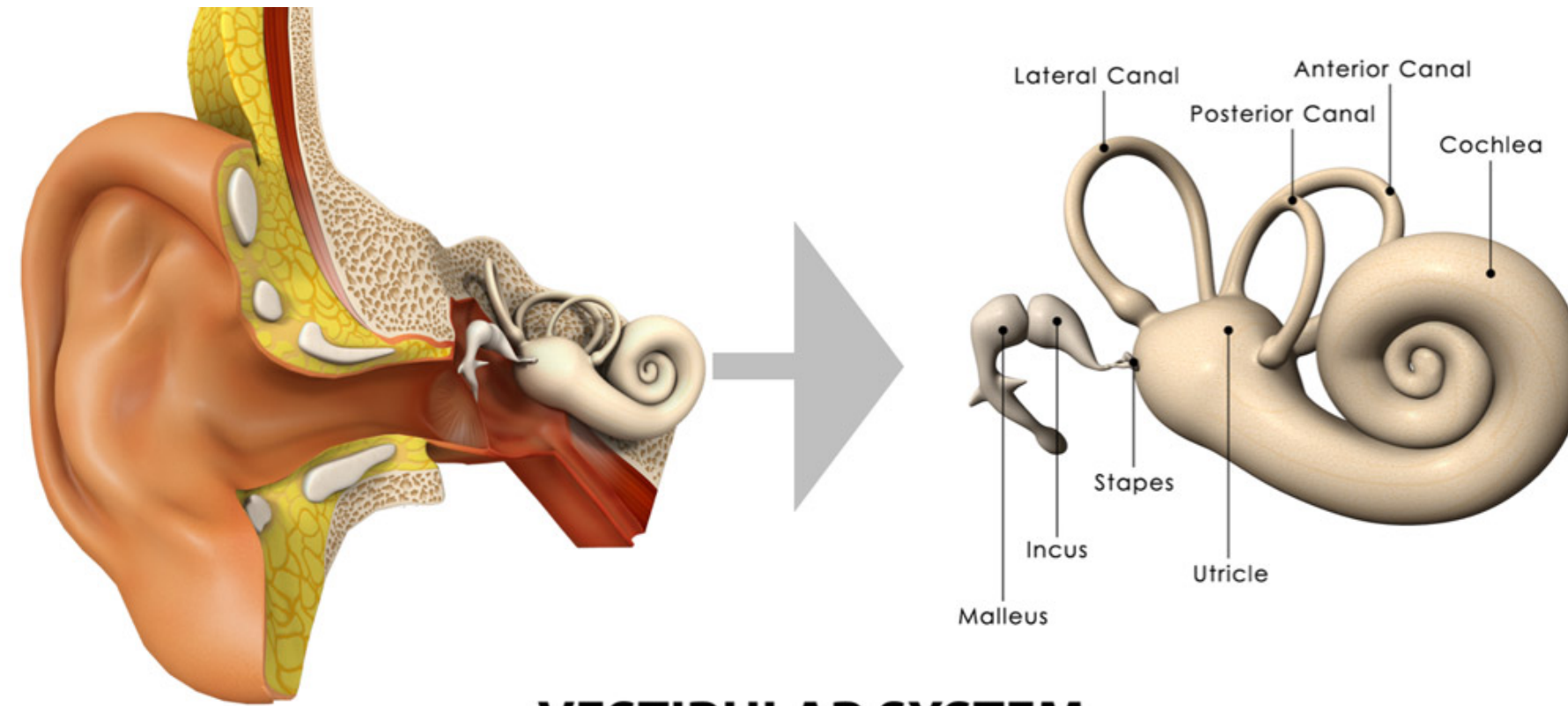




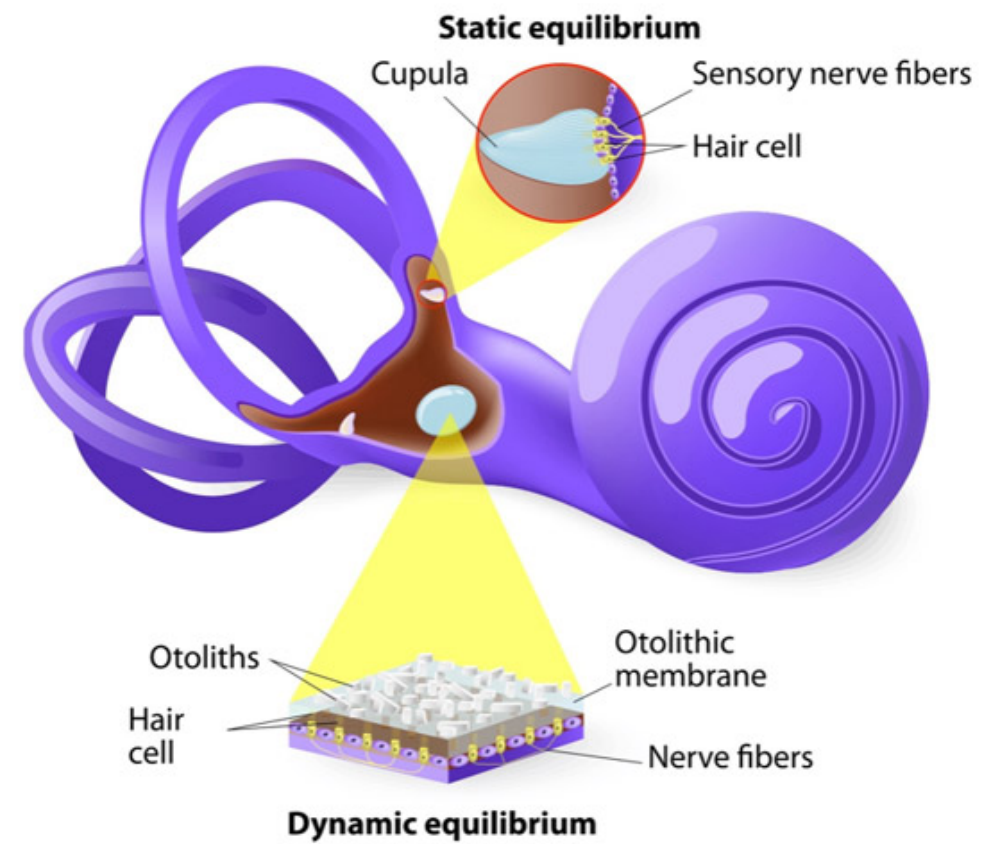
**All of these spokes are
inputs and potential threats**







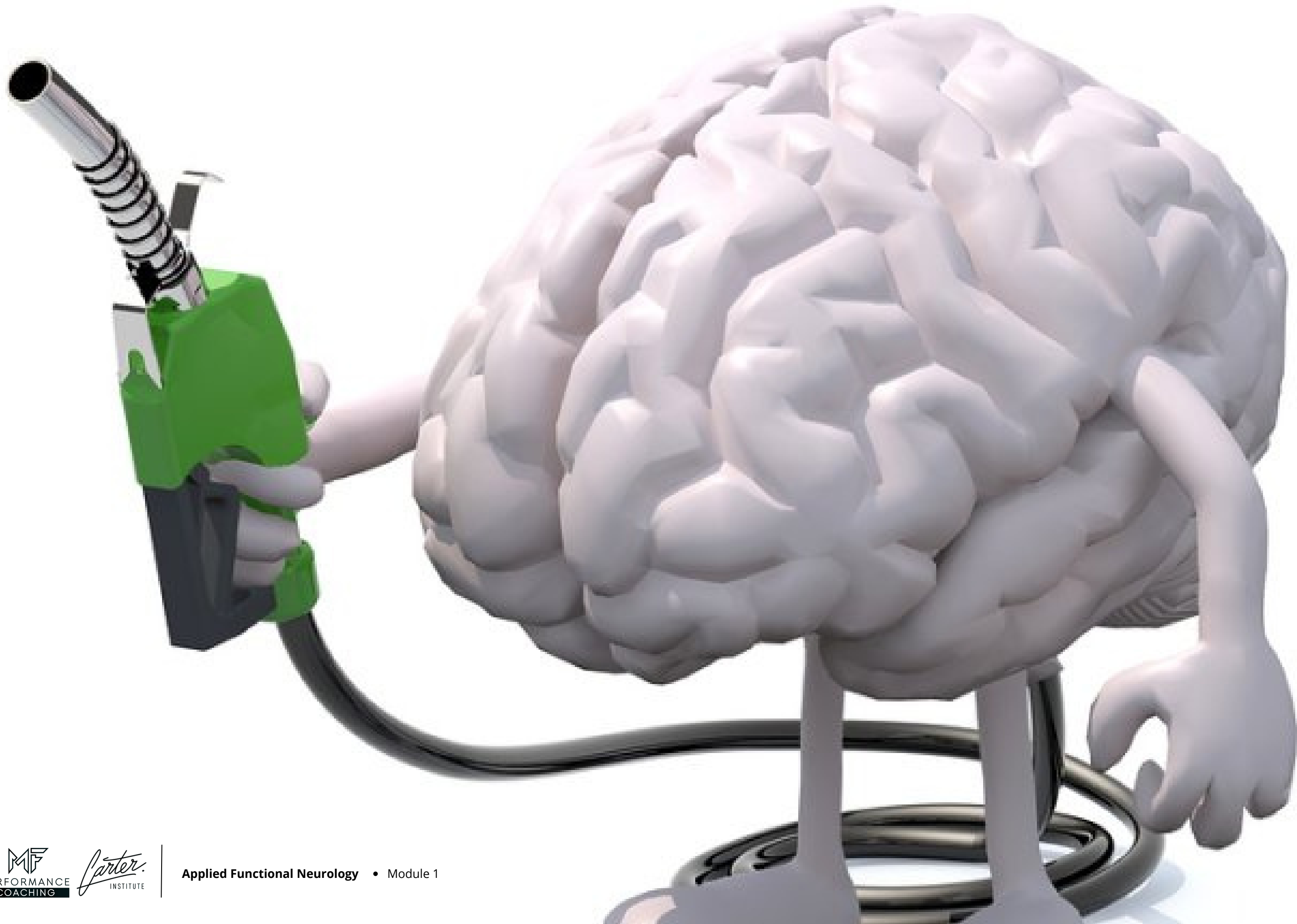
VESTIBULAR SYSTEM



CHANGE

**THE ONLY
CONSTANT**

**To make a change in
the brain we need two things:**





Fuel	Activation
Glucose	Movement
Oxygen	Learning

UPGRADE LOADING...



These are the tests we're going to go into:

- Threat assessments
- Gaze fixations
- Vestibular canals

Threat assessments:

- **Global response to stimulus**
- **Can use any relevant measure as assessment**
- **Can assess any neural input**
- **Instant feedback**
- **High accuracy**

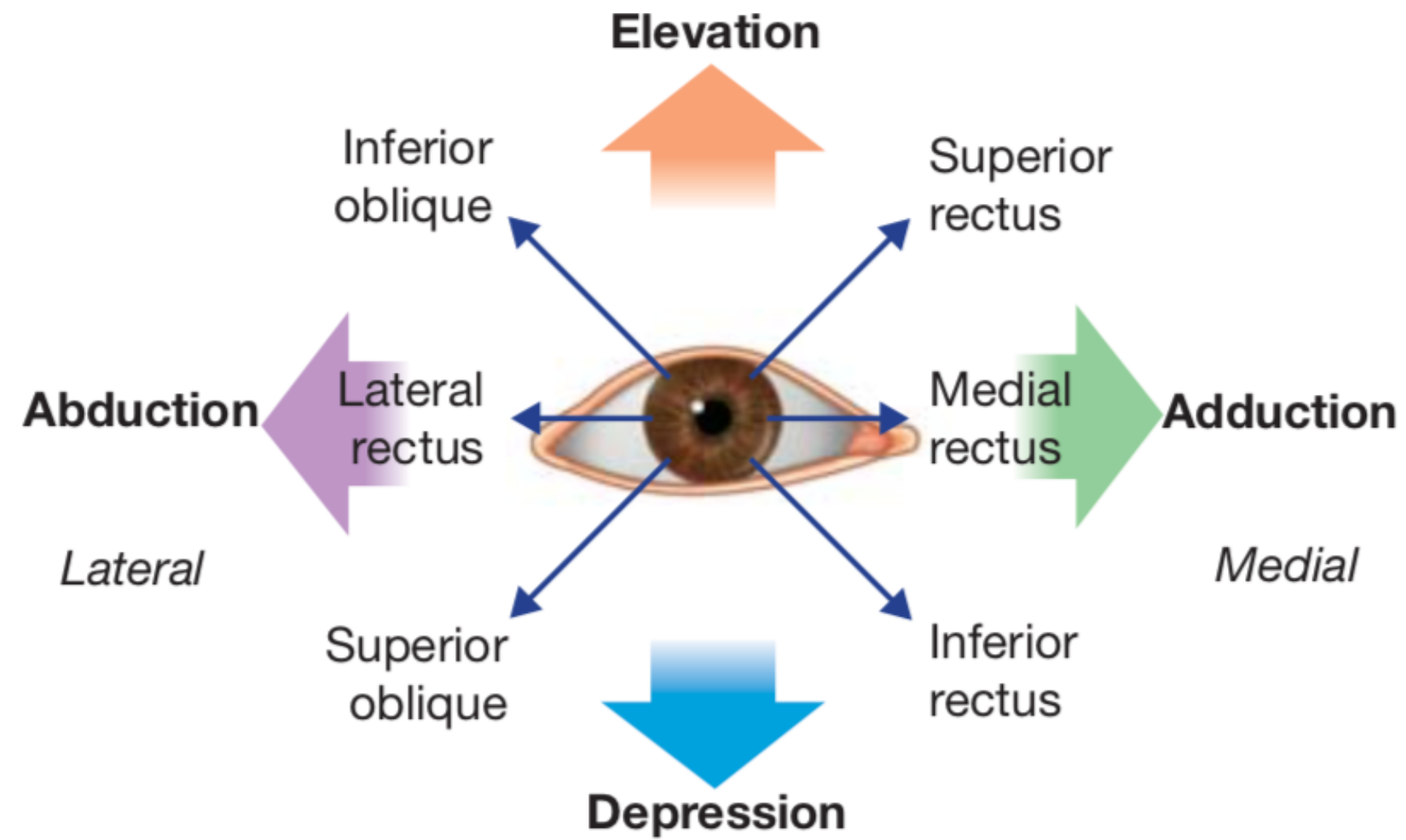
What to look for:



Gaze fixations:

- Vision sets the basis for movement
- 80% of the time we're fixating gaze
- Gaze fixations lay the foundations for all other eye movements
- Low hanging fruit of threatening input

Extension

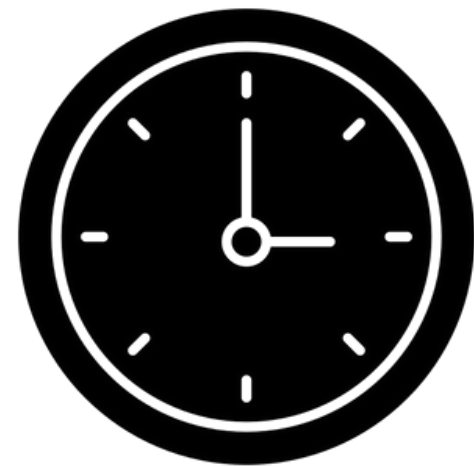


Right rotation & extension, left flexion

Left rotation & extension, right flexion

Flexion

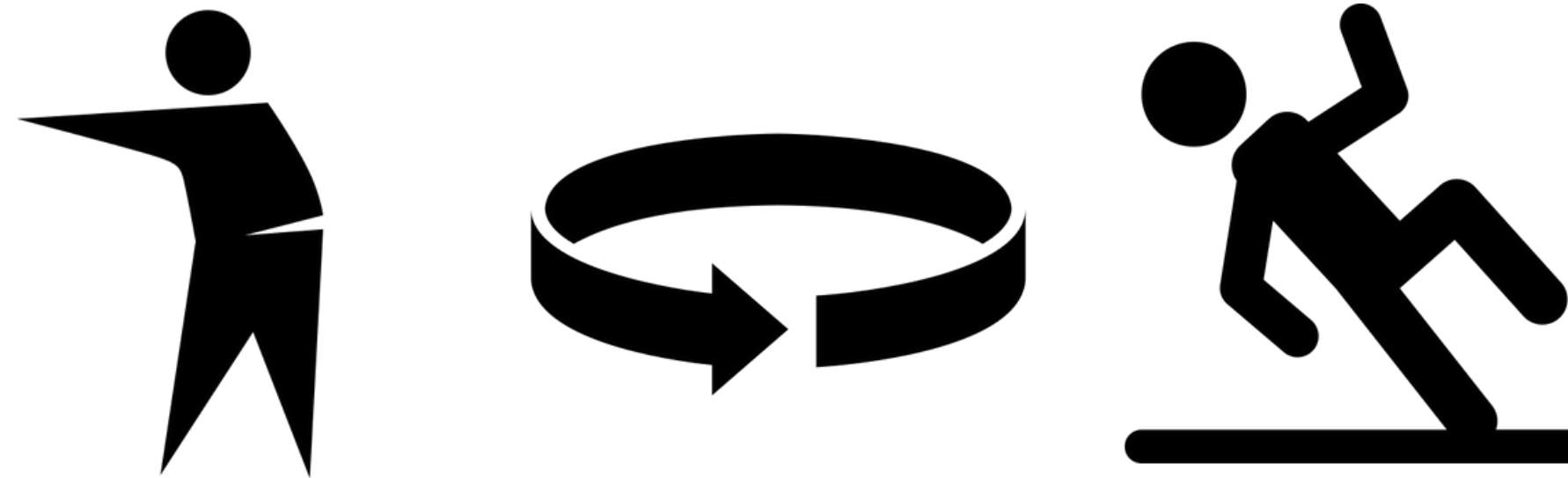
What to look for:



Vestibular canals:

- **Linked to vision (VOR)**
- **How you respond to gravity**
- **Dysfunction = high threat**
- **Where am I going?**
- **Which way is up?**
- **Controls spinal extensor tone**

What to look for:



Rehab Drills:

- 1-3 drills
- What was threatening?
- Did you have to regress?
- Highest possible frequency
- 1-2 reps
- Not near performance tasks

Performance Drills

- 2-4 drills
- What made you better
- Times of importance
- Warm ups
- Resets