Week 6 (#1): Neurotransmitters

Remember

- 1. Arrange the events that occur during synaptic transmission (listed below) in the correct sequence:
 - (1) An action potential is propagated along a presynaptic neuron
 - (2) Neurotransmitter binds with receptors on the postsynaptic membrane
 - (3) Neurotransmitter diffuses across the synaptic cleft
 - (4) Neurotransmitter is released from the presynaptic neuron
 - (5) An increase in the permeability of the presynaptic neuron to Ca²⁺
 - (6) The postsynaptic membrane permeability to Na⁺ ions increases
 - (7) Acetylcholinesterase degrades acetylcholine
- 2. Is the synaptic transmission described above excitatory or inhibitory? How do you know?

Understand

- 3. Neuron A, Neuron B and Neuron C are all presynaptic to Neuron F. If A and B fire, F fires. If A and C fire, nothing happens. Draw this situation below. What can you conclude about the synapse between C and F? Between A and F? What other information might you need?
- 4. Neuron J, Neuron K, and Neuron L are all presynaptic to Neuron T. J and K both cause EPSPs of +5 on T, whereas L causes an IPSP of -7 on T. Assume that T has a resting potential of -72 and threshold is at -65.
 - A) Describe how temporal summation could result in an action potential on T.
 - B) Describe how spatial summation could result in an action potential on T.

Apply

- 5. The following poisons/toxins affect the synapse between the motor neuron and skeletal muscle, a synapse that is always excitatory, and uses the neurotransmitter acetylcholine (Ach). For <u>each</u> of these poisons/toxins, predict the effect on the "victim" (what symptoms might you observe, could this cause death, and if so, how?) and how this effect develops.
 - A. Black widow spider venom: explosive release of Ach from the presynaptic neuron
 - B. *Clostridium botulinum* toxin: blocks release of Ach from presynaptic neuron.
 - C. Curare: (reversibly) blocks Ach receptor sites on the skeletal muscle membrane.
 - D. Military nerve gas: irreversibly inhibits acetylcholinesterase