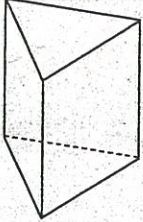
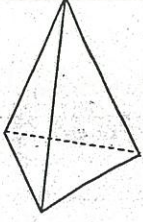
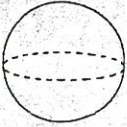
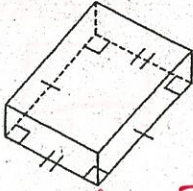
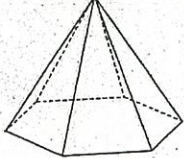
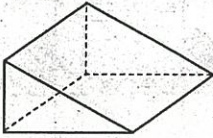
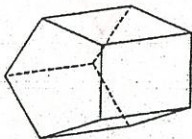
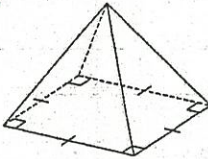
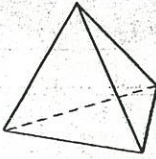
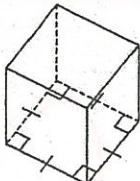
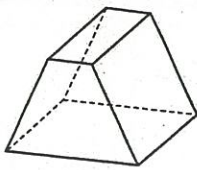
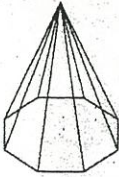


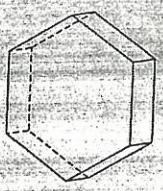
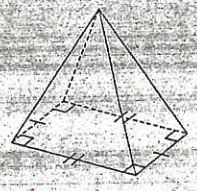

CLASSIFYING 3D FIGURES

<p>PRISM</p> <p>A solid with two bases that are congruent and parallel.</p> <p>This figure is a triangular prism because the bases are triangles.</p>		<p>PYRAMID</p> <p>A solid with one base and sides that meet at a point.</p> <p>This figure is a triangular pyramid because the base is a triangle.</p>	
<p>CYLINDER</p> <p>A prism with circular bases.</p>	<p>CONE</p> <p>A pyramid with a circular base.</p>	<p>SPHERE</p> <p>A solid in which each point is equidistant from a center point.</p>	

NAMING PRISMS & PYRAMIDS

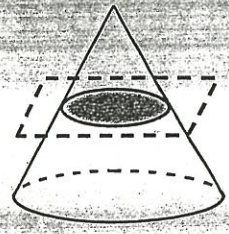
Directions: Classify each solid. Then determine how many faces, edges, and vertices it has.

<p>1.</p>  <p><i>Rectangular Prism</i></p>	<p>2.</p>  <p><i>Hexagonal Pyramid</i></p>	<p>3.</p>  <p><i>Triangular Prism</i></p>
<p>Faces: <i>6</i> Edges: <i>12</i> Vertices: <i>8</i></p>	<p>Faces: <i>7</i> Edges: <i>14</i> Vertices: <i>7</i></p>	<p>Faces: <i>5</i> Edges: <i>9</i> Vertices: <i>6</i></p>
<p>4.</p>  <p><i>Pentagonal Prism</i></p>	<p>5.</p>  <p><i>Square Pyramid</i></p>	<p>6.</p>  <p><i>Triangular Pyramid</i></p>
<p>Faces: <i>7</i> Edges: <i>15</i> Vertices: <i>10</i></p>	<p>Faces: <i>5</i> Edges: <i>8</i> Vertices: <i>5</i></p>	<p>Faces: <i>4</i> Edges: <i>6</i> Vertices: <i>4</i></p>
<p>7.</p>  <p><i>Square Prism</i></p>	<p>8.</p>  <p><i>Trapezoidal Prism</i></p>	<p>9.</p>  <p><i>Octagonal Pyramid</i></p>
<p>Faces: <i>6</i> Edges: <i>12</i> Vertices: <i>8</i></p>	<p>Faces: <i>6</i> Edges: <i>12</i> Vertices: <i>8</i></p>	<p>Faces: <i>9</i> Edges: <i>16</i> Vertices: <i>9</i></p>

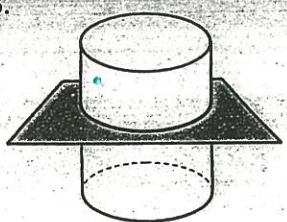
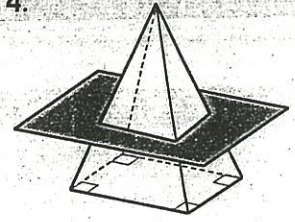


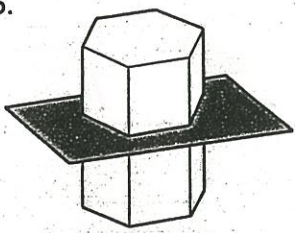
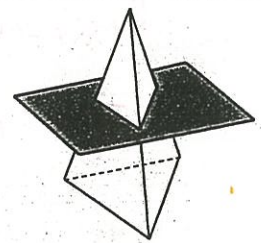
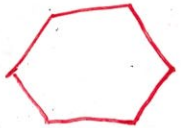

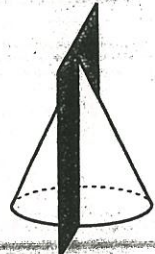
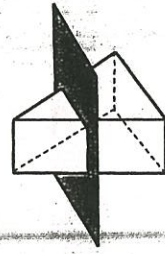

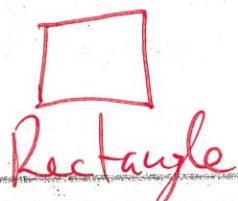
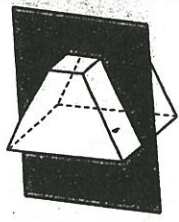

10.		11.		12.	
<i>Hexagonal Prism</i>		<i>Rectangular Pyramid</i>		<i>Triangular Prism</i>	
Faces:	Edges:	Vertices:	Faces:	Edges:	Vertices:
8	18	12	5	8	5
Faces:	Edges:	Vertices:	Faces:	Edges:	Vertices:
5	9	6	5	9	6

SLICING 3D FIGURES

When you slice a 3D figure, the cross section will be a two-dimensional plane figure. For example, when a cone is sliced parallel to its base as shown to the right, the cross section that results is a circle.



Given each figure and a cut line, draw a diagram of the cross section from a top-side view, then name the figure.

13.		Cross Section:	14.		Cross Section:
		<i>circle</i>			<i>rectangle</i>
					
15.		Cross Section:	16.		Cross Section:
		<i>Hexagon</i>			<i>Triangle</i>
					
17.		Cross Section:	18.		Cross Section:
		<i>Triangle</i>			<i>Rectangle</i>
					
19.		Cross Section:	20.		Cross Section:
		<i>Trapezoid</i>			<i>Circle</i>
		