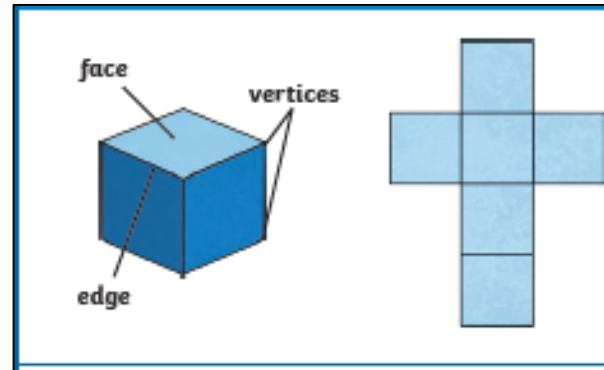


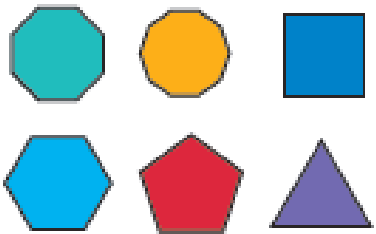
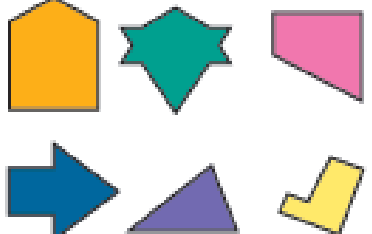
Key Vocabulary
angle
right angle
acute
obtuse
reflex
protractor
horizontal
vertical
parallel
perpendicular
polygon
regular
irregular
two-dimensional
three-dimensional
flat face
curved surface
edge
curved edge
vertex
apex



A shape net shows which 2D shapes can be folded and joined to make a 3D shape. When you are drawing a net, or solving a problem involving a shape net, think carefully about where the edges of the faces meet.

Cube		
Cuboid		
Triangular Prism		
Cylinder		
Pyramid		

## Regular and Irregular Polygons













Regular	Irregular
	

A polygon is any two-dimensional shape formed with straight lines.

In a regular polygon, all the sides and angles are equal.

In an irregular polygon, the sides and angles are not equal.

## Properties of 3D Shapes

Name	Surfaces		Edges		Vertices	Picture
	Flat	Curved	Flat	Curved		
sphere	0	1	0	0	0	
cube	6	0	12	0	8	
cuboid	6	0	12	0	8	
cone	1	1	0	1	0	
cylinder	2	1	0	2	0	
square-based pyramid	5	0	8	0	5	
tetrahedron	4	0	6	0	4	
triangular prism	5	0	9	0	6	
pentagonal prism	7	0	15	0	10	
hexagonal prism	8	0	18	0	12	
octagonal prism	10	0	24	0	16	
octahedron	8	0	12	0	6	

A cone has an apex. This is because a vertex is the point where two straight edges meet and a cone has no straight edges.