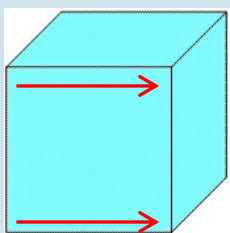


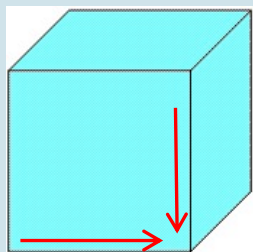
3D Shapes – Year 6

Edges

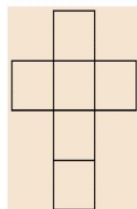
Parallel edges: Parallel edges are the same distance apart no matter how long they are.



Perpendicular edges: Edges are perpendicular if they meet at right angles.

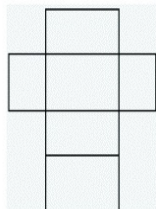


Nets of 3D shapes



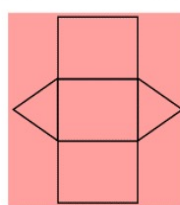
Cube

Faces: 6
Edges: 12
Vertices: 8



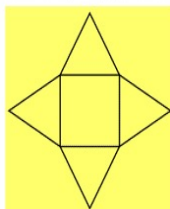
Cuboid

Faces: 6
Edges: 12
Vertices: 8



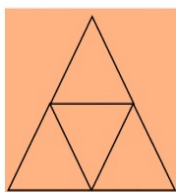
Triangular Prism

Faces: 5
Edges: 9
Vertices: 6



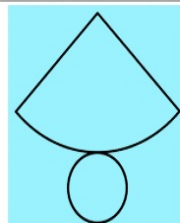
Square-based Pyramid

Faces: 5
Edges: 8
Vertices: 5



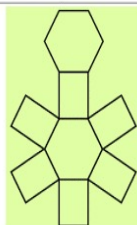
Tetrahedron
(Triangular-based Pyramid)

Faces: 4
Edges: 6
Vertices: 4



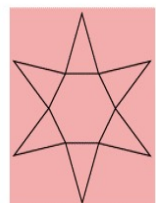
Cone

Faces: 2
Edges: 1
Vertices: 0 or 1



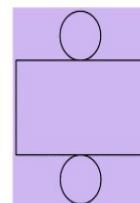
Hexagonal Prism

Faces: 8
Edges: 18
Vertices: 12



Hexagonal Pyramid

Faces: 7
Edges: 12
Vertices: 7



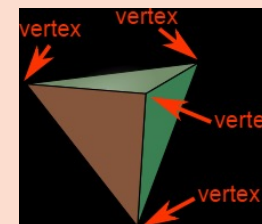
Cylinder

Faces: 3
Edges: 2
Vertices: 0

Vocabulary

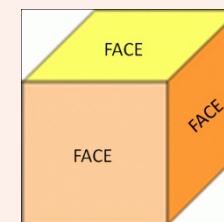
A vertex is a point at which two or more lines meet in an object or shape.

Vertex:



A face is the side of a solid shape. It usually means flat faces. The base of a shape is also a face.

Face:



The edge of a shape is where two faces meet. An edge can be curved or straight.

Edge:

