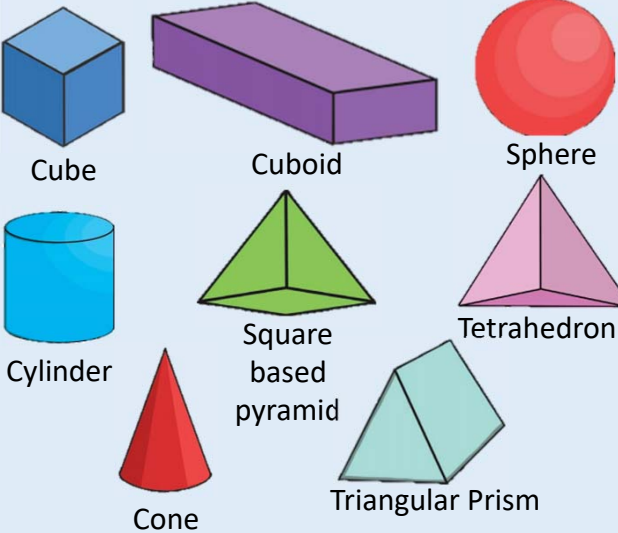


1. Cube Numbers	2. 3D Shapes	3. Geometric Language
<p><math>1^3 = 1</math>                      <math>7^3 = 343</math></p> <p><math>2^3 = 8</math>                        <math>8^3 = 512</math></p> <p><math>3^3 = 27</math>                      <math>9^3 = 729</math></p> <p><math>4^3 = 64</math>                      <math>10^3 = 1000</math></p> <p><math>5^3 = 125</math>                     <math>11^3 = 1331</math></p> <p><math>6^3 = 216</math>                    <math>12^3 = 1728</math></p>	 <p>Cube                      Cuboid                      Sphere</p> <p>Cylinder                      Square based pyramid                      Tetrahedron</p> <p>Cone                      Triangular Prism</p>	<p><b>Faces</b> - the flat surfaces on a solid 3D shape.</p> <p><b>Vertex</b> - a corner where two or more line segments meet. A vertex can be on a 2D or 3D shape. The plural of a vertex is <b>vertices</b></p> <p><b>Edge</b> - a line segment that joins two vertices together</p> <p><b>Prism</b> - a 3D shape that has identical end faces, flat faces and the same cross section all along its length <i>e.g. a cube is a prism, but a tetrahedron is not</i></p> <p>The <b>cross section</b> of a prism is the shape revealed by a straight cut through it <i>e.g. the cross section on a cube is a square</i></p> <p><b>Polygons</b> - 2D shapes made up only of straight sides</p> <p><b>Plan view</b> - the view of an object from above it</p> <p><b>Side elevation</b> - looking at an object from a side</p> <p><b>Front elevation</b> - looking at an object from the front</p>
4. Volume and Surface Area	5. Congruency	6. Constructions
<p><b>Volume</b> - the amount of space that a 3 dimensional object takes up To find the <b>volume</b> of a <b>prism</b> you multiply the area of the <b>cross section</b> by the depth</p> <p>Volume is measured in <b>cubic</b> units e.g. <math>\text{cm}^3</math></p> <p><b>Surface area</b> - the total area of all faces of a 3 dimensional shape.</p> <p>Surface area is measured in square units e.g. <math>\text{m}^2</math></p> <p><b>Net</b> - a pattern made up of polygons that you can cut and fold to make a model of a solid shape.</p> <p>A net can be used to calculate the surface area of a 3D shape.</p>	<p><b>Congruent</b> - shapes that are exactly the same size. They have equal sides and angles but may have a different orientation.</p> <p>We mostly look at congruent triangles. To prove that two triangles are congruent you must use one of the four reasons:</p> <p><b>SSS</b> (Side Side Side) – All the sides are the same size.</p> <p><b>ASA</b> (Angle Side Angle) – An angle, a side, and another angle are the same size</p> <p><b>SAS</b> (Side Angle Side) – A side, an angle and another side are the same size</p> <p><b>RHS</b> (Right angle Hypotenuse Side) – There is a right angle and the hypotenuse and another side are the same size.</p>	<p><b>Locus</b> - a path of points that follow a rule <i>e.g. are a set distance from a point</i></p> <p><b>Loci</b> - the plural of locus</p> <p><b>Equidistant</b> - points are the same distance from a point</p> <p><b>Bisecting</b> - an angle or a line is to cut it into two equal parts</p> <p><b>Perpendicular</b> – lines that intersect at a right angle</p> <p>Some examples of constructions are:</p> <ul style="list-style-type: none"> <li>- An angle bisector</li> <li>- A perpendicular bisector</li> <li>- Perpendicular line from a point</li> <li>- Constructing different types of triangles</li> </ul>