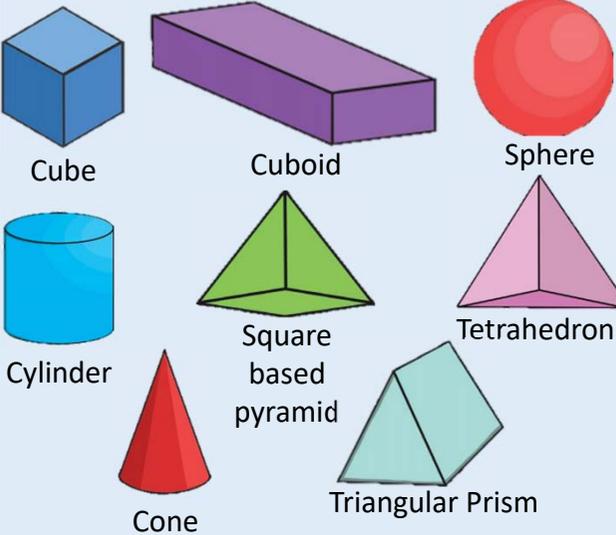


1. Cube Numbers	2. 3D Shapes	3. Geometric Language
<p>$1^3 = 1$ $7^3 = 343$</p> <p>$2^3 = 8$ $8^3 = 512$</p> <p>$3^3 = 27$ $9^3 = 729$</p> <p>$4^3 = 64$ $10^3 = 1000$</p> <p>$5^3 = 125$ $11^3 = 1331$</p> <p>$6^3 = 216$ $12^3 = 1728$</p>	 <p>Cube Cuboid Sphere</p> <p>Cylinder Square based pyramid Tetrahedron</p> <p>Cone Triangular Prism</p>	<p>Faces - the flat surfaces on a solid 3D shape.</p> <p>Vertex - 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 vertices</p> <p>Edge - a line segment that joins two vertices together</p> <p>Prism - 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 cross section 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>Polygons - 2D shapes made up only of straight sides</p> <p>Plan view - the view of an object from above it</p> <p>Side elevation - looking at an object from a side</p> <p>Front elevation - looking at an object from the front</p>
4. Volume and Surface Area	5. Congruency	6. Constructions
<p>Volume - the amount of space that a 3 dimensional object takes up To find the volume of a prism you multiply the area of the cross section by the depth</p> <p>Volume is measured in cubic units e.g. cm^3</p> <p>Surface area - the total area of all faces of a 3 dimensional shape.</p> <p>Surface area is measured in square units e.g. m^2</p> <p>Net - 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>Congruent - 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>SSS (Side Side Side) – All the sides are the same size.</p> <p>ASA (Angle Side Angle) – An angle, a side, and another angle are the same size</p> <p>SAS (Side Angle Side) – A side, an angle and another side are the same size</p> <p>RHS (Right angle Hypotenuse Side) – There is a right angle and the hypotenuse and another side are the same size.</p>	<p>Locus - a path of points that follow a rule <i>e.g. are a set distance from a point</i></p> <p>Loci - the plural of locus</p> <p>Equidistant - points are the same distance from a point</p> <p>Bisecting - an angle or a line is to cut it into two equal parts</p> <p>Perpendicular – lines that intersect at a right angle</p> <p>Some examples of constructions are:</p> <ul style="list-style-type: none"> - An angle bisector - A perpendicular bisector - Perpendicular line from a point - Constructing different types of triangles