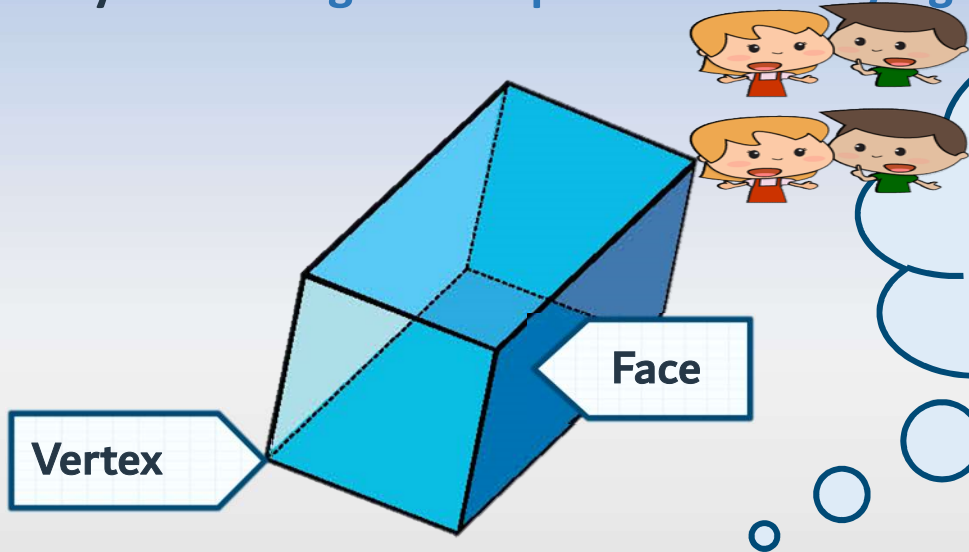
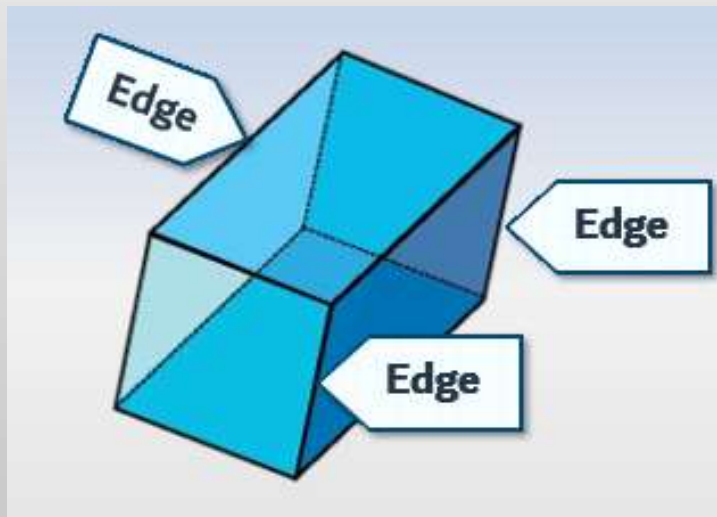


Day 2: Naming 3-D shapes and identifying their properties.



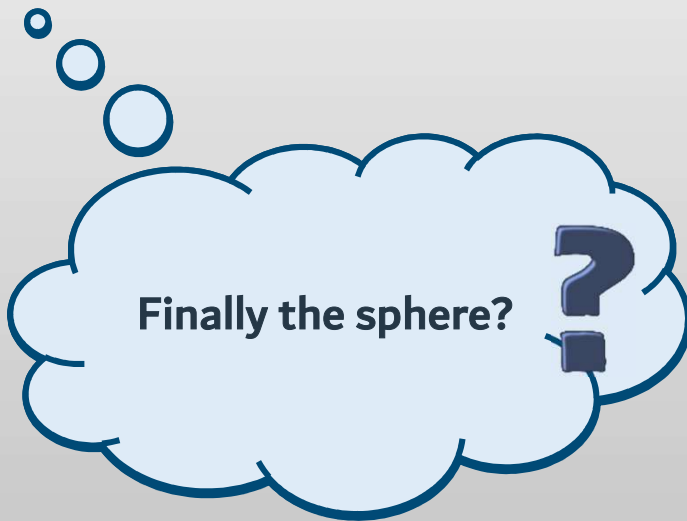
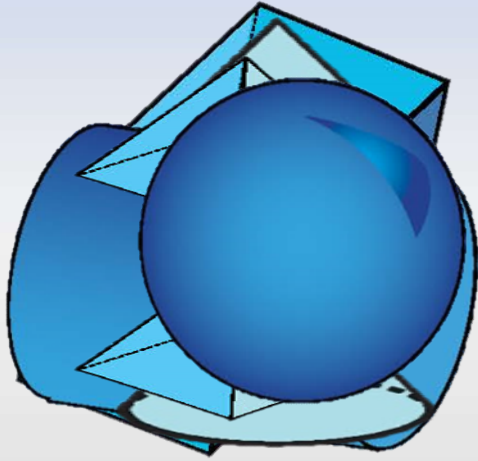
How can we count the **faces** and **vertices** of this cuboid?
How can we make sure we count each face once only and don't miss any?



We could count the vertices on one 'end' and then the other, or the vertices around the 'top', then the 'bottom'.

Where two faces meet on a shape is called an **edge**.

Day 2: Naming 3-D shapes and identifying their properties.



Shape	Number of faces	Number of vertices
Cuboid		
Cylinder		
Cone		
Pyramid		
Sphere		

Let's pass some shapes around and then put the information in a table on the flipchart.

