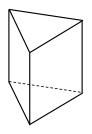
# **GLASSIFYING 3D FIGURES**

### **PRISM**

A solid with **two bases** that are congruent and parallel.

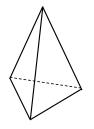
This figure is a **triangular prism** because the bases are triangles.



### **PYRAMID**

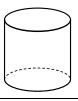
A solid with **one base** and sides that meet at a point.

This figure is a **triangular pyramid** because the base is a triangle.



### **CYLINDER**

A prism with circular bases.



### CONE

A pyramid with a circular base.



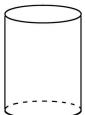
### **SPHERE**

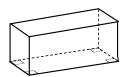
A solid in which each point is equidistant from a center point.



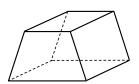
Directions: Classify each solid. Highlight the base(s)!							
1.		2.		3.			
4.		5.		6.			



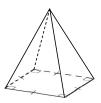




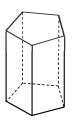
7.



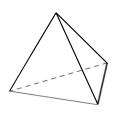
8.



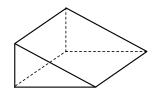
9.



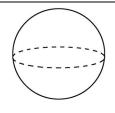
10.



11.

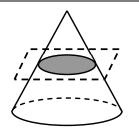


12.



# SLIGING 3D FIGURES

When you slice a 3D figure, the cross section will be a two-dimensional plane figure. For example, when a cone is sliced parallel to its base as shown to the right, the cross-section that results is a \_\_\_\_\_.



Given each figure and a cut line, draw a diagram of the cross-section from a top-side view,							
13.	Cross-Section:	14.	Cross-Section:				
15.	Cross-Section:	16.	Cross-Section:				
17.	Cross-Section:	18.	Cross-Section:				
19.	Cross-Section:	20.	Cross-Section:				
21.	Cross-Section:	22.	Cross-Section:				