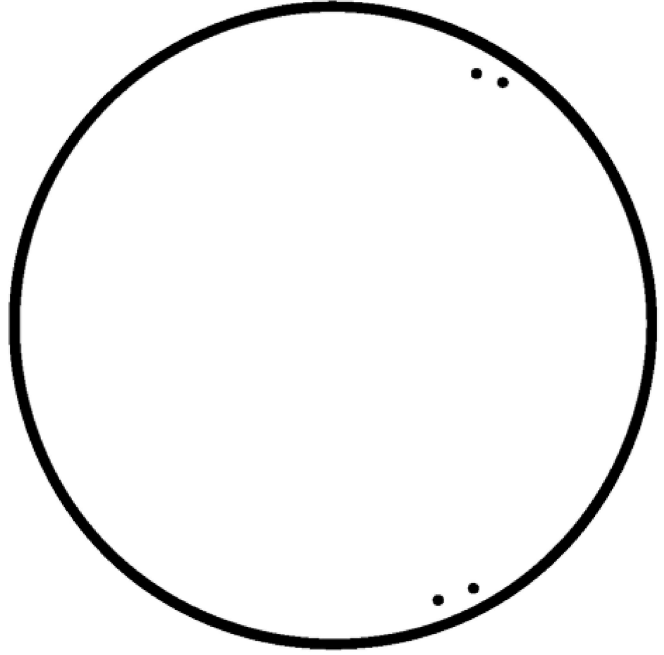
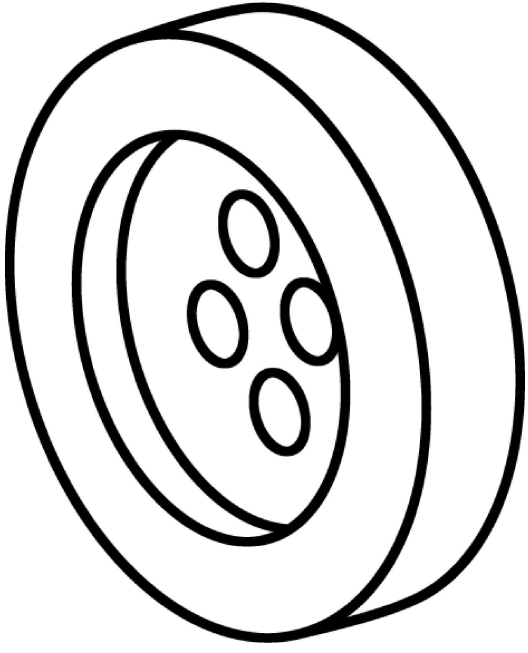
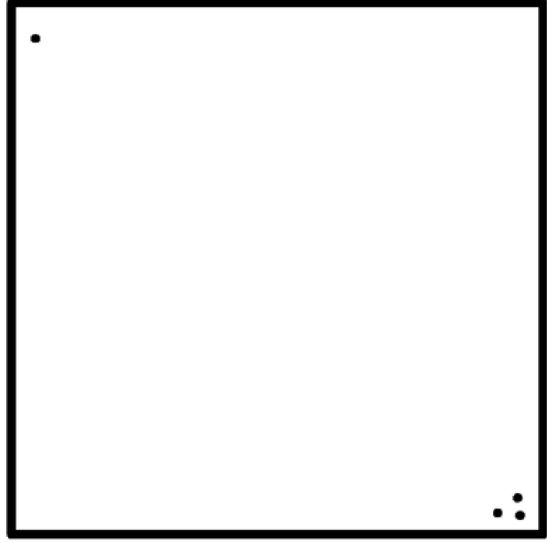
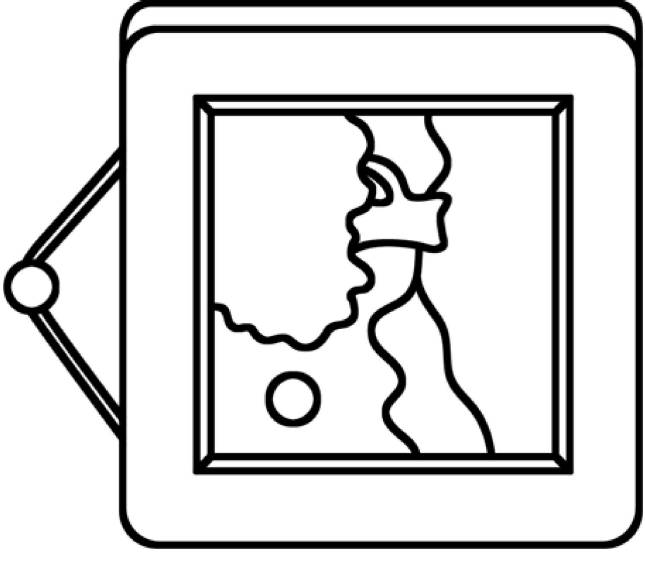


circle



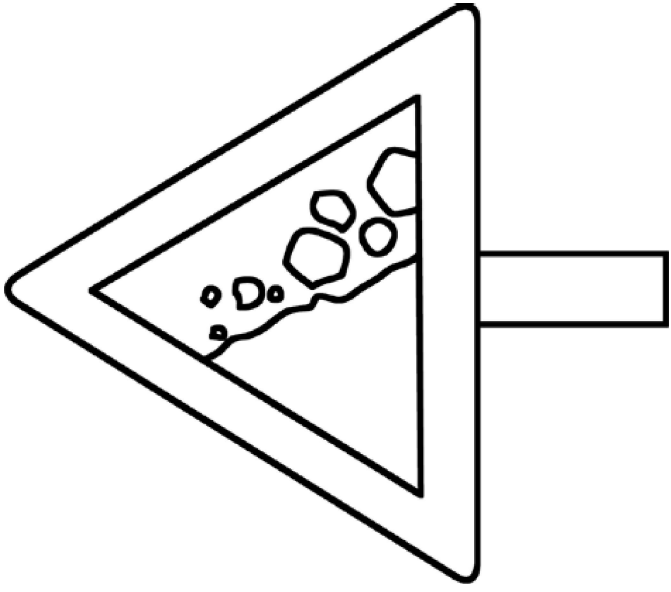
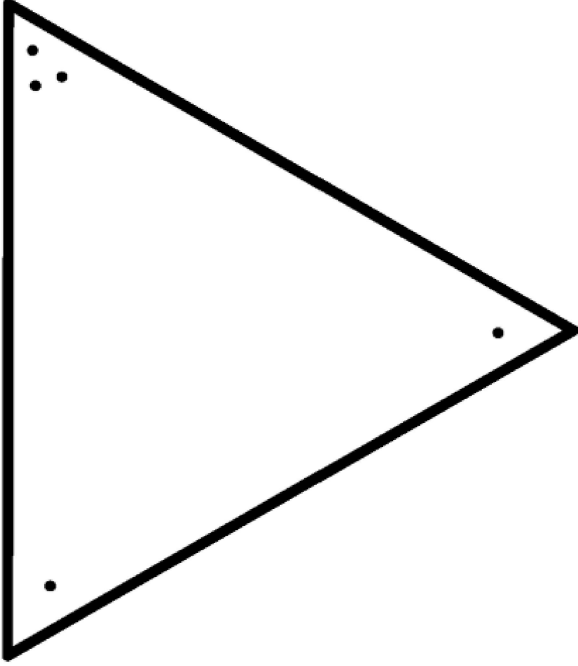
- round
- all points are equal from the center

square



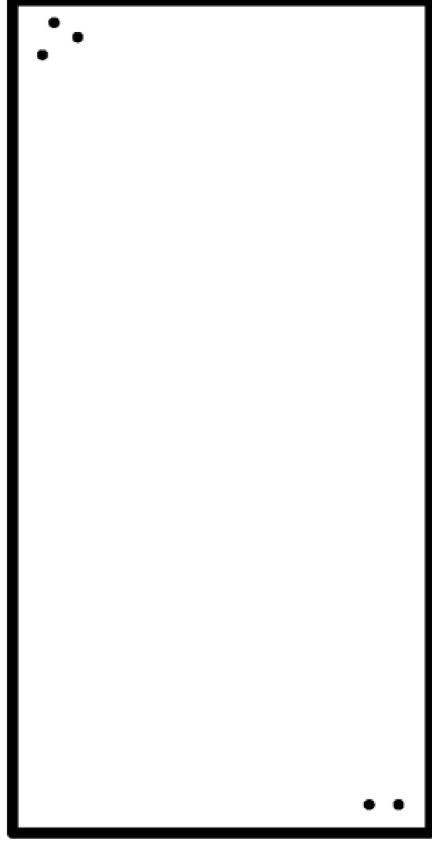
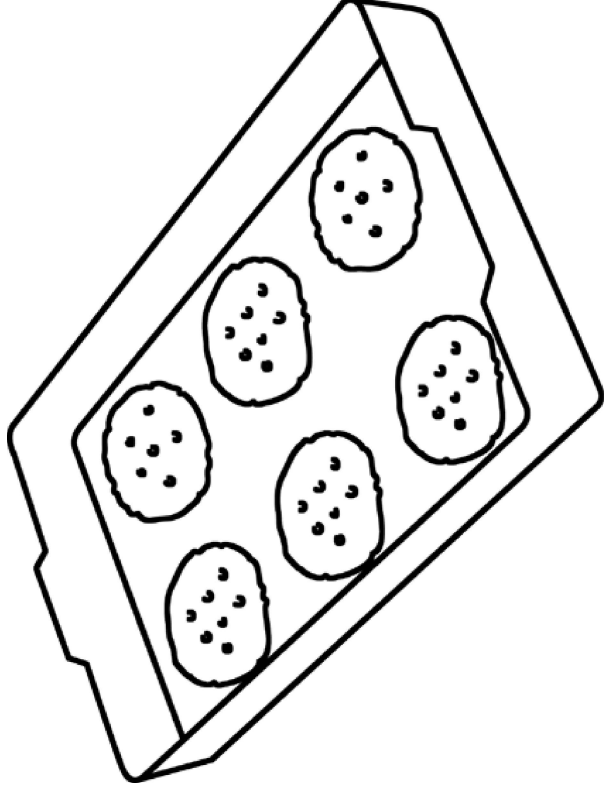
- 4 sides
- all sides are equal
- 4 corners

triangle



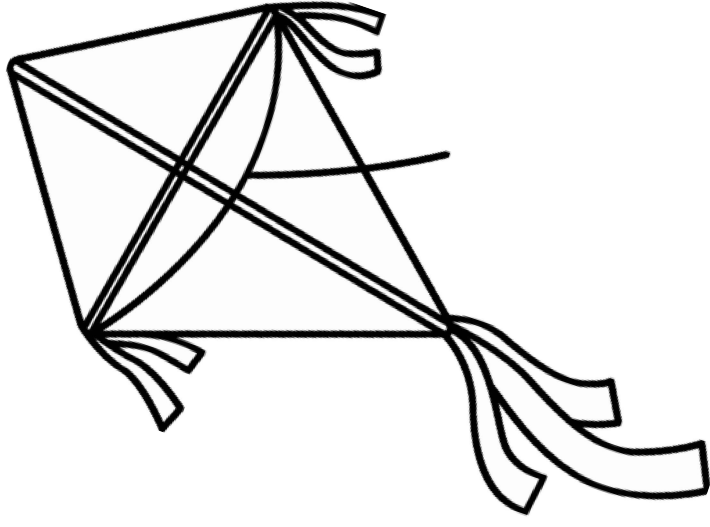
- 3 sides
- sides may not be equal
- 3 corners

rectangle

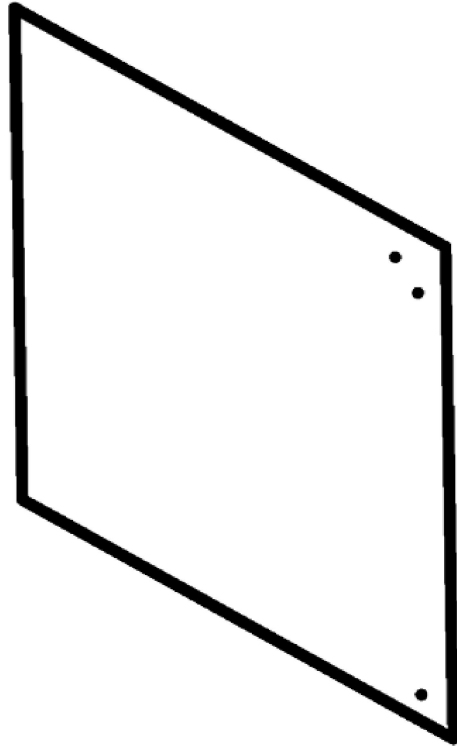


- 4 sides
- not all sides are equal
- 4 corners

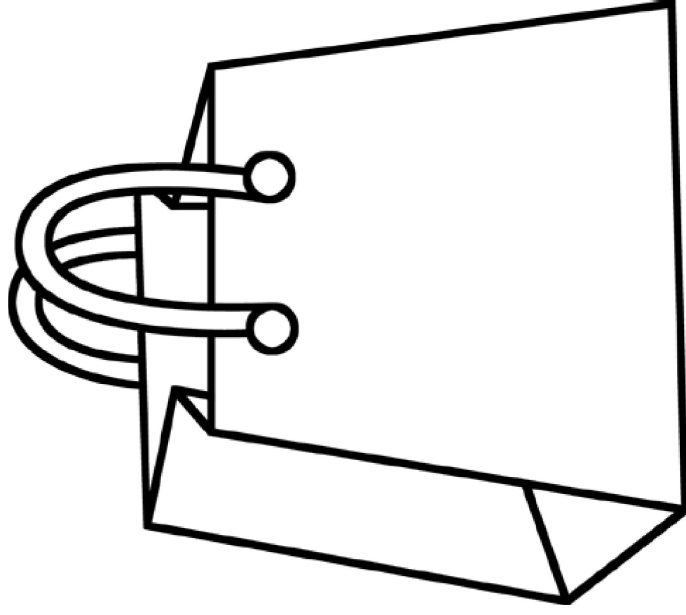
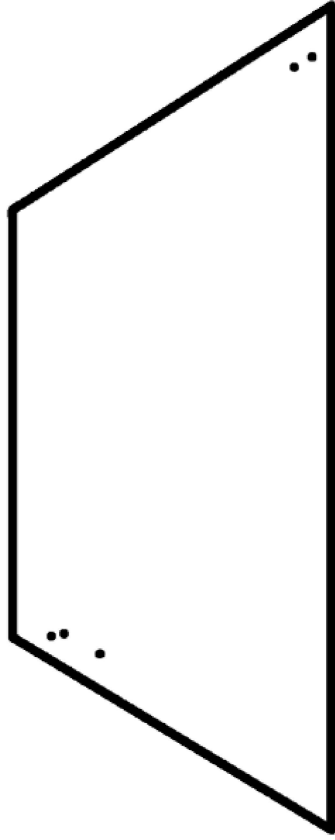
rhombus



- 4 equal sides
- 4 corners
- also called a diamond



trapezoid

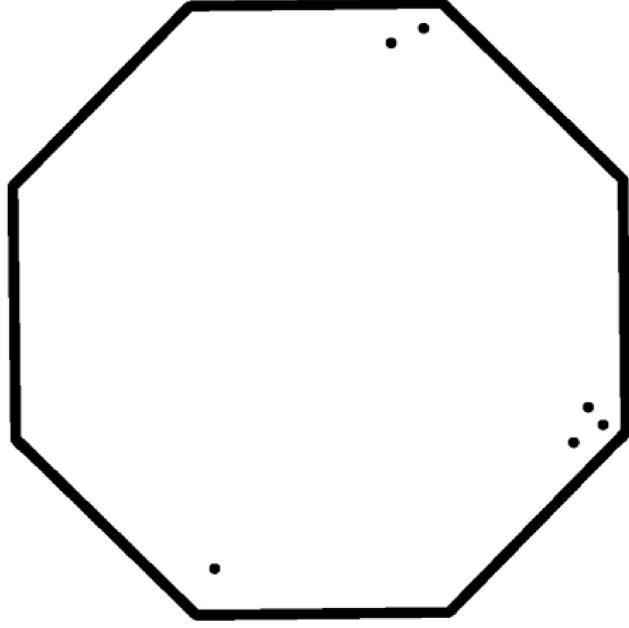


- 4 sides
- 2 sides are the same length
- 4 corners

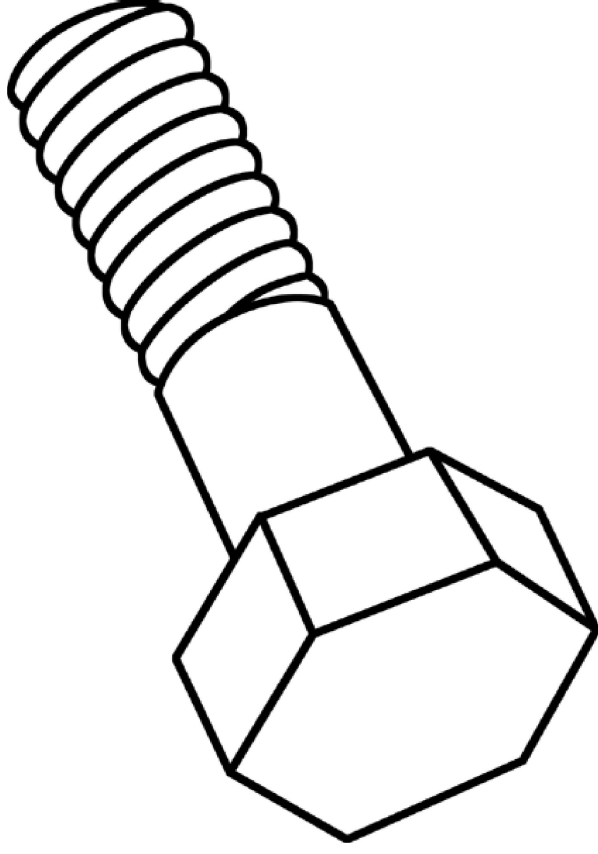
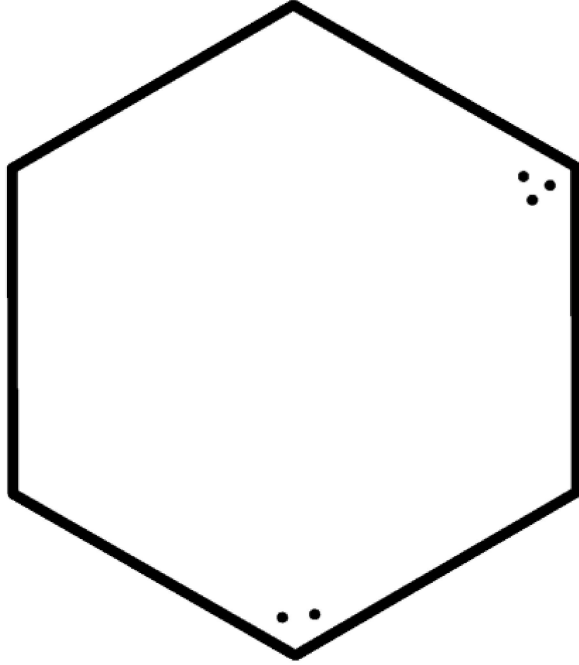
octagon



- 8 sides
- 8 corners
- looks like a stop sign

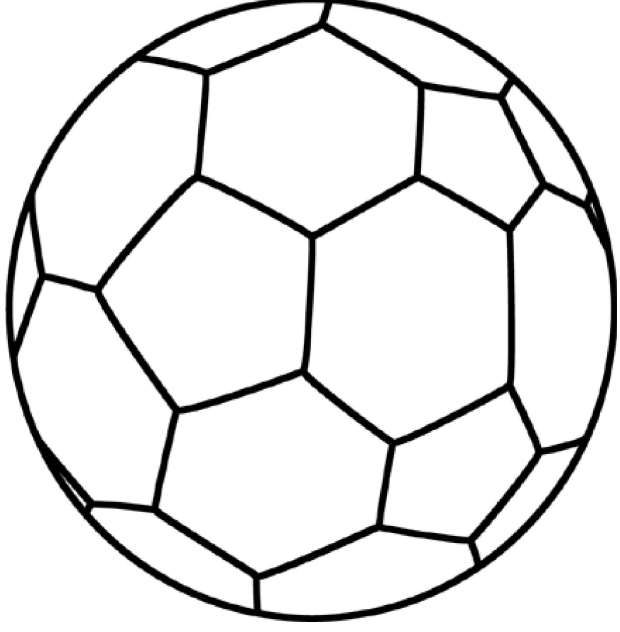
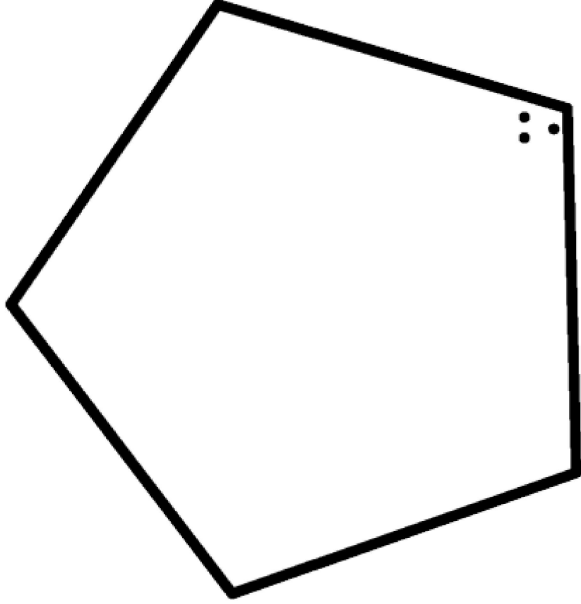


hexagon



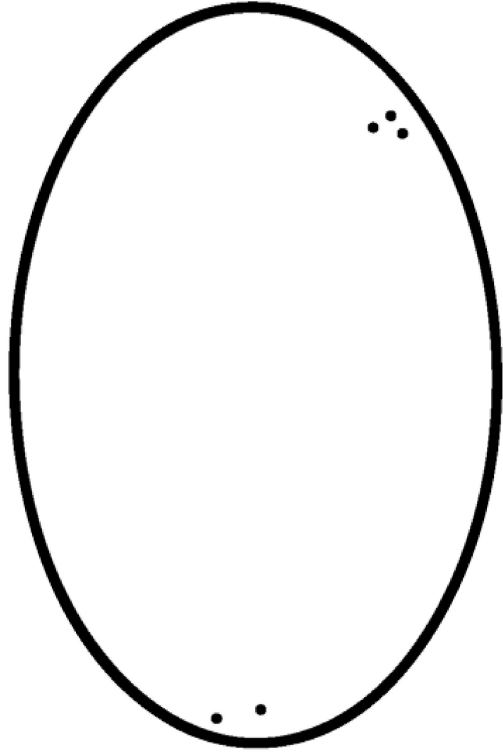
- 6 sides
- 6 corners
- looks like honeycomb

pentagon

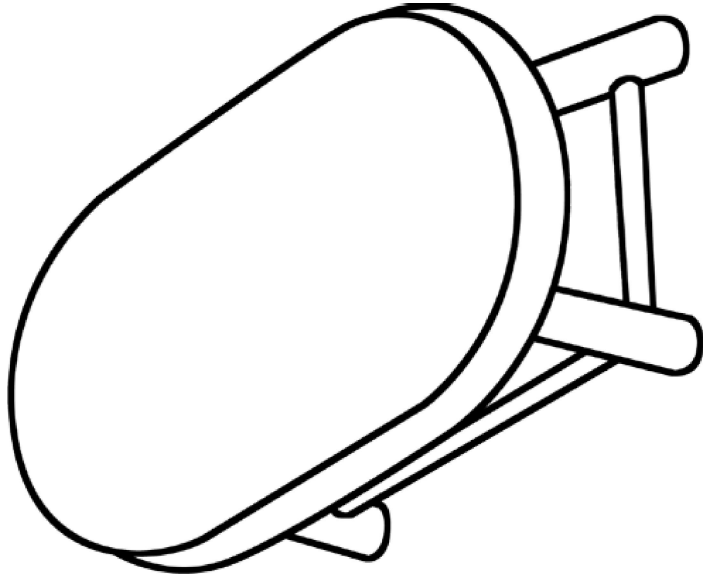


- **5 sides**
- **5 corners**
- **looks like a soccer ball**

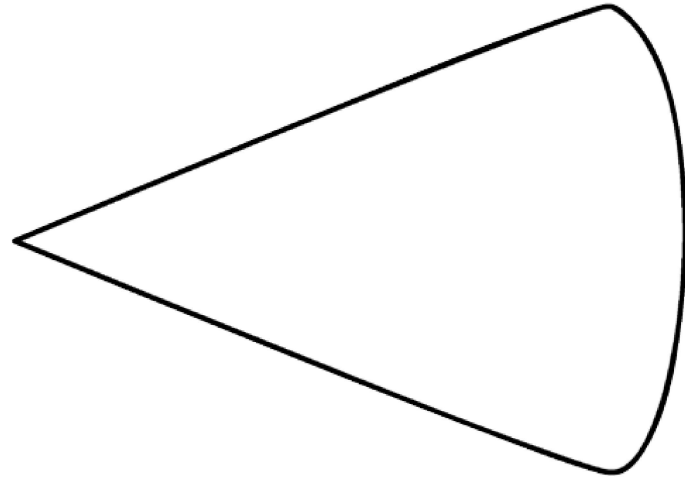
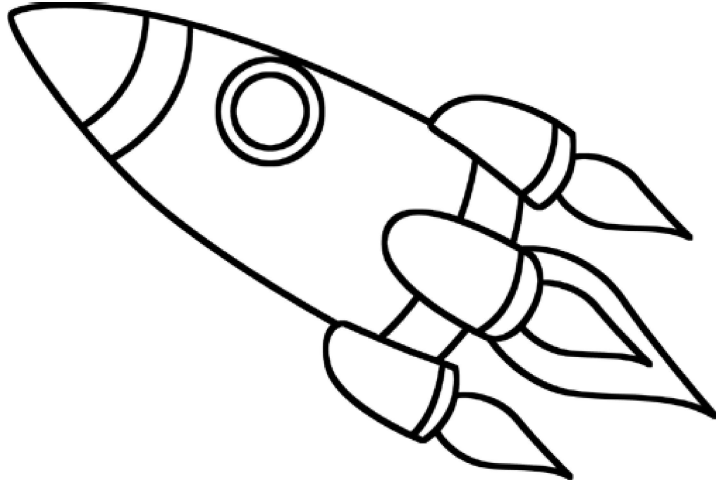
oval



- round
- all points are NOT equal to the center

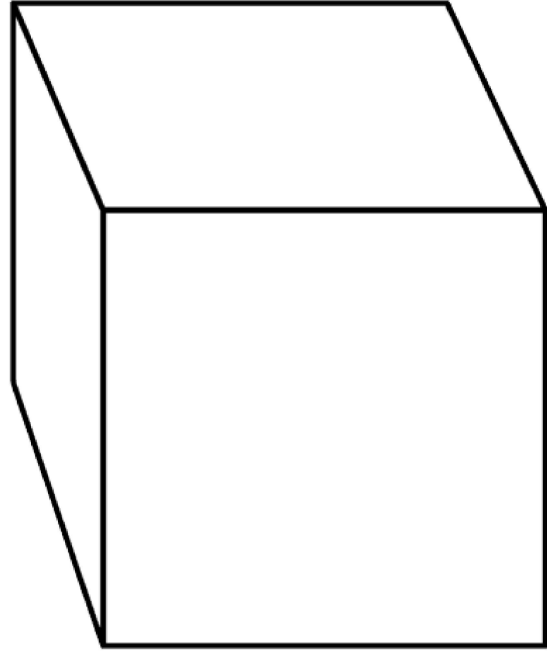
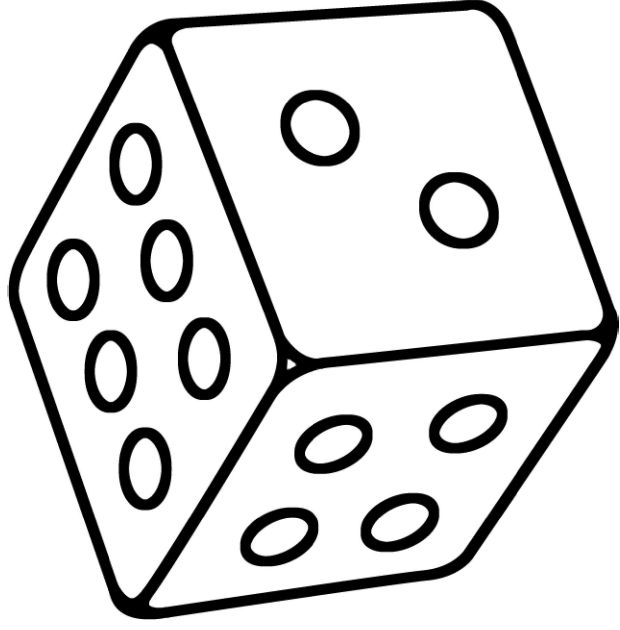


cone



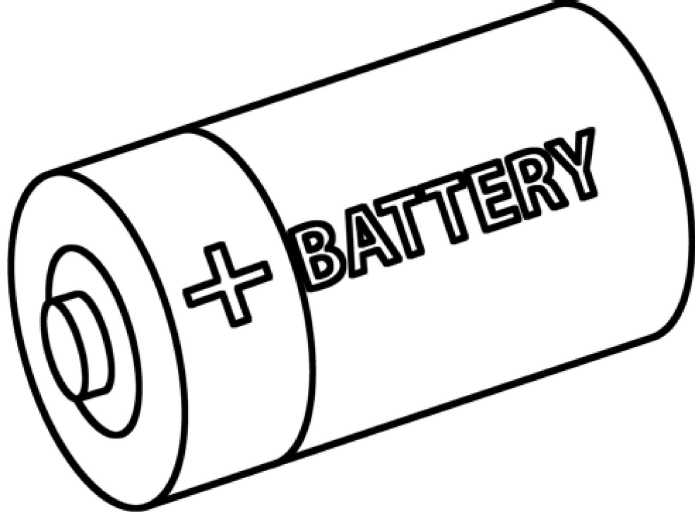
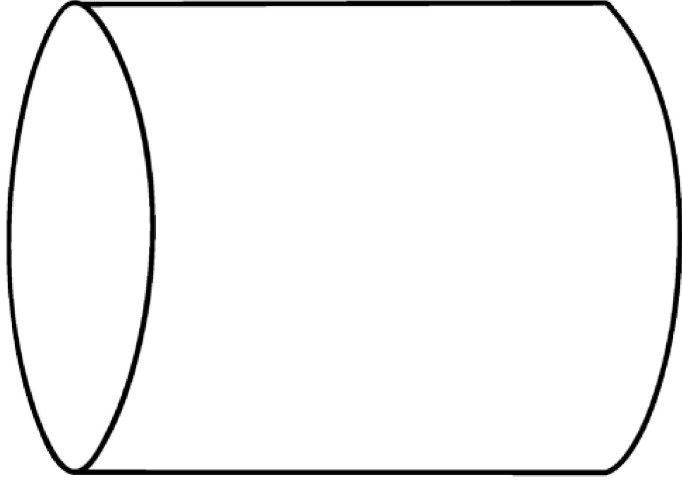
- I **curved**
- I **surface**
- I **vertex**
- I **circle face**
- I **can roll**

cube



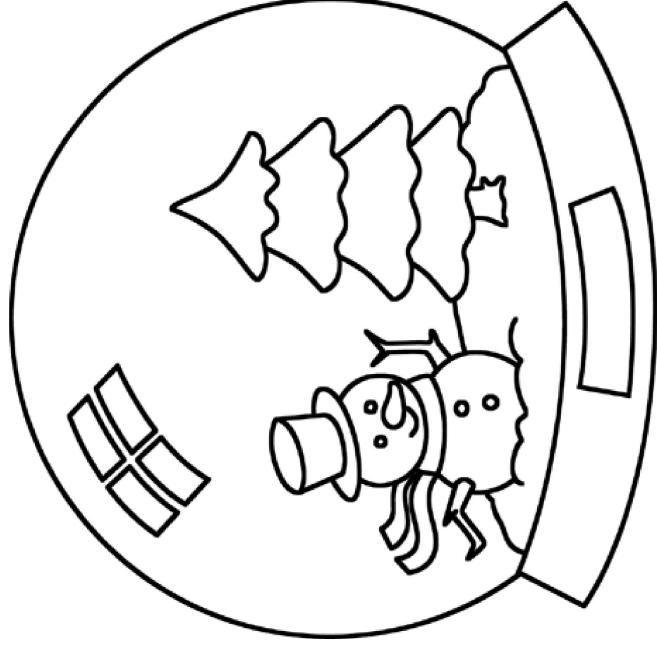
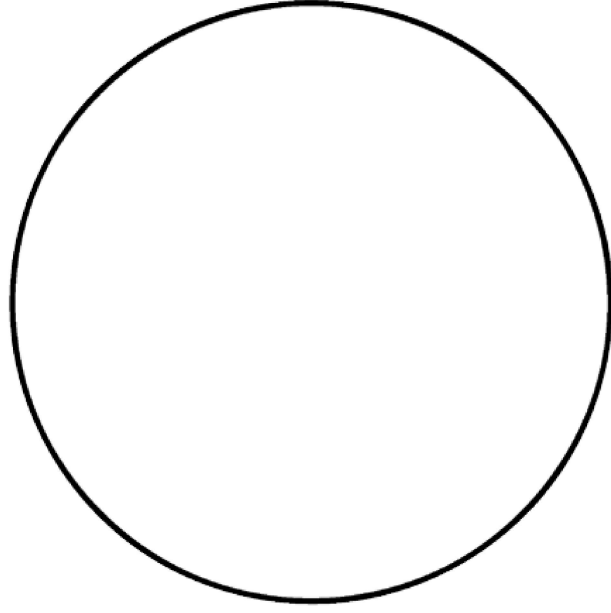
- **6 square faces**
- **8 vertices**
- **12 edges**

cylinder



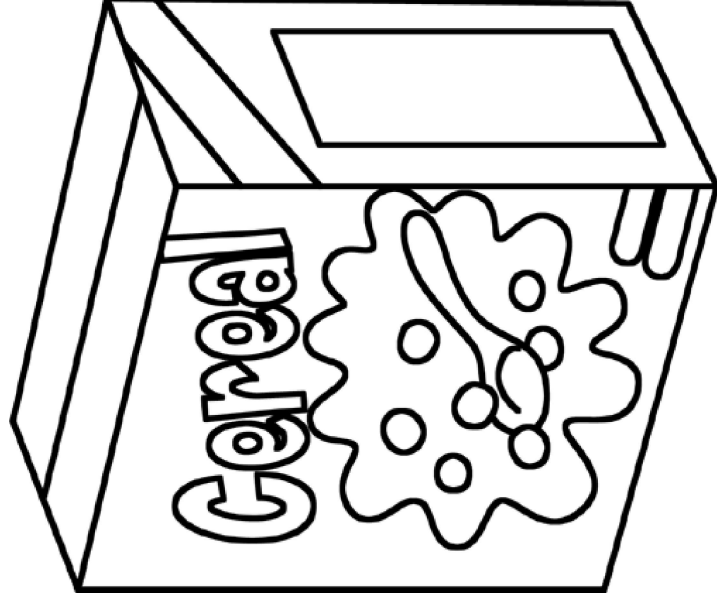
- 2 circle faces
- 1 curved surface
- can roll

sphere

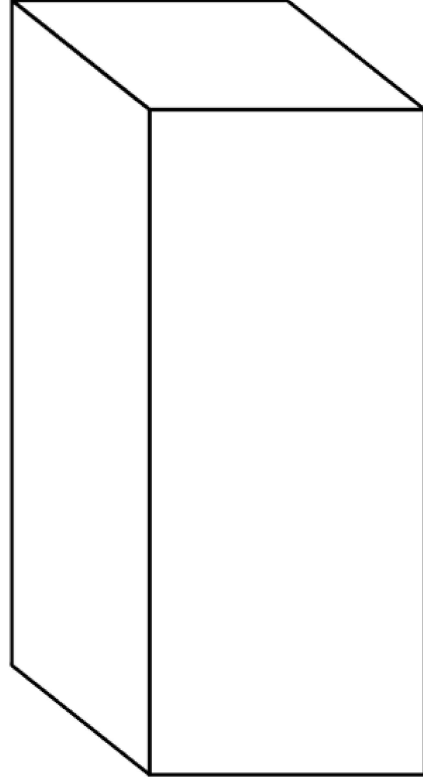


- **perfectly round and symmetrical**
- **no faces, edges, or vertices**

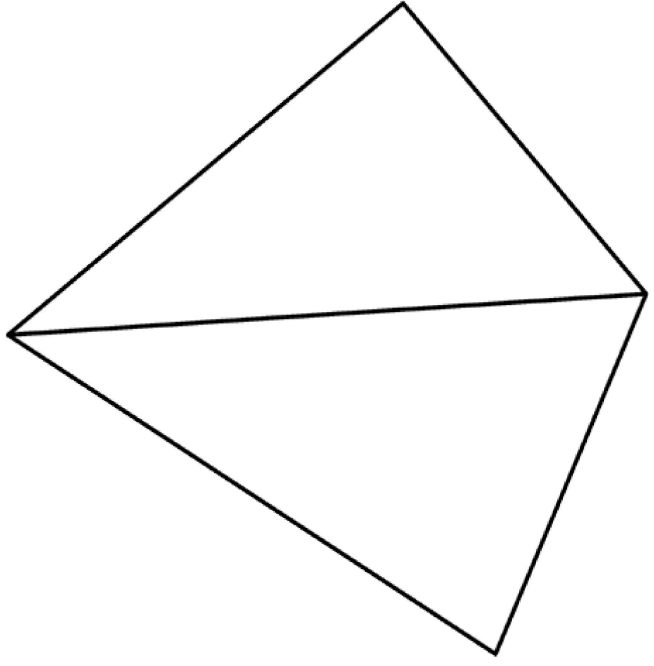
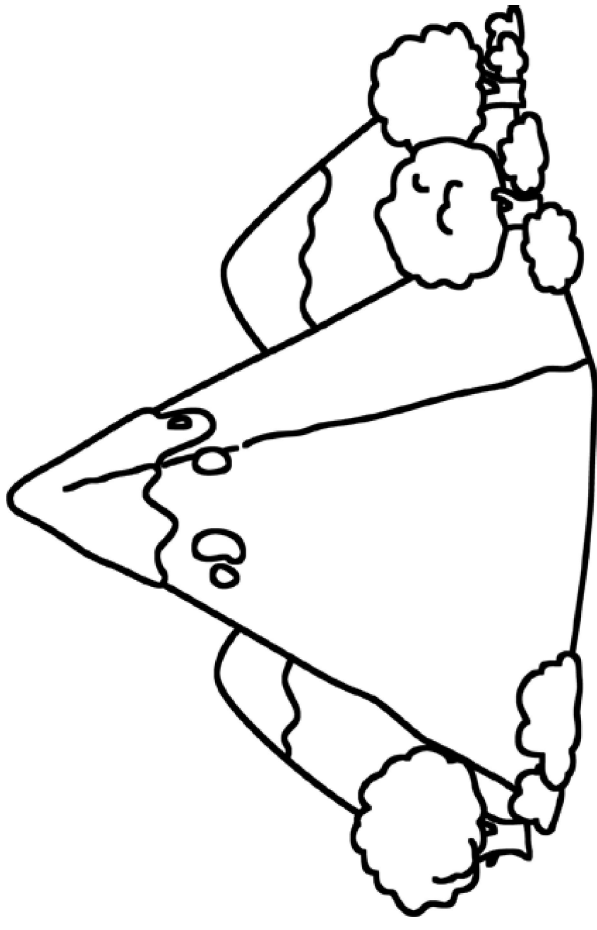
rectangular
prism



- **6 faces**
- **8 vertices**
- **12 edges**



pyramid



- 1 base
- triangle
- faces that meet at 1 vertex