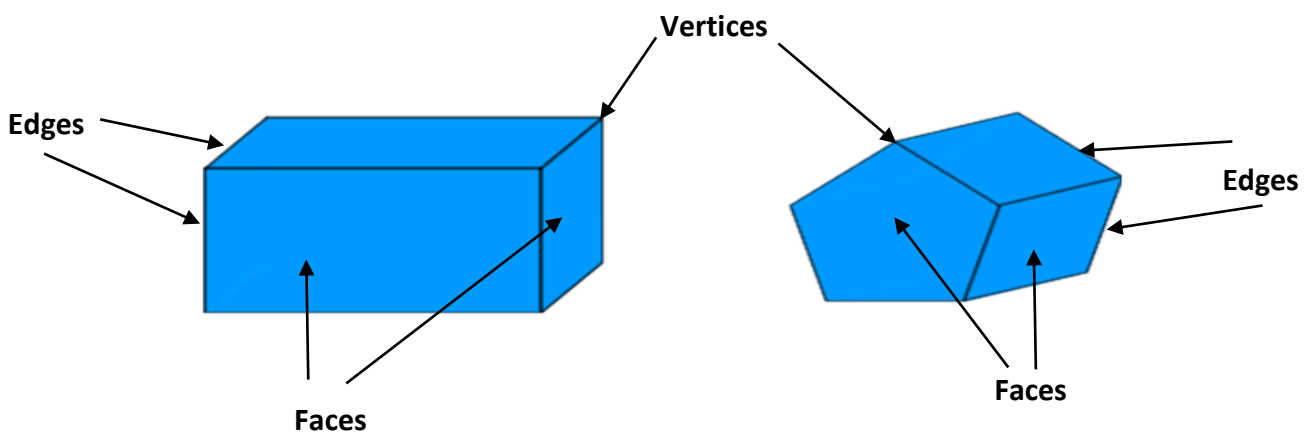


3D Shape Vocabulary

Below is some vocabulary that should be used when describing or explaining a 2D shape.

- **Face** – One of the flat sides of a 3d shape.
- **Vertex** – A corner where 3 or more edges meet (plural: vertices)
- **Edges** – A line where 2 faces touch.
- **Prism** – A 3d shape where opposite faces are the same shape. (If you were to slice a prism along the length the resulting end faces would be the same size and shape as the original ends)
- **Pyramid** – A 3d shape with triangular faces that taper to a point (vertex)

Prisms



Pyramids

