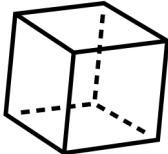
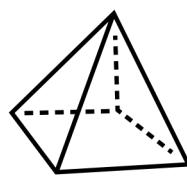
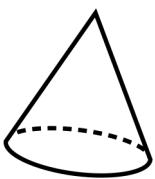
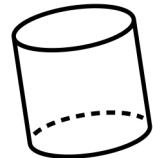
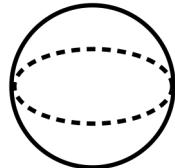


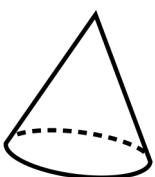
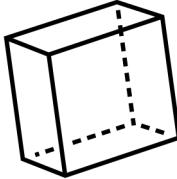
# My 3D Object Book



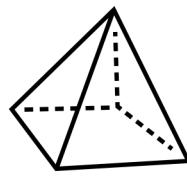
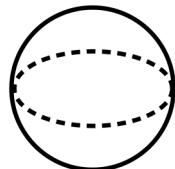
SMART BOARDING  
SCHOOL



# My 3D Object Book

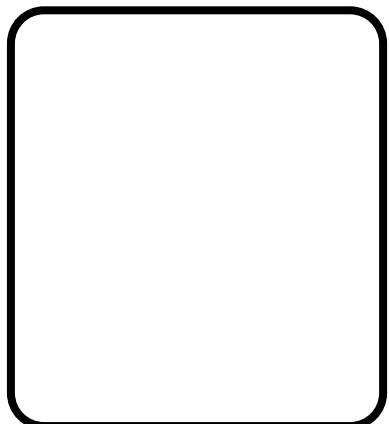
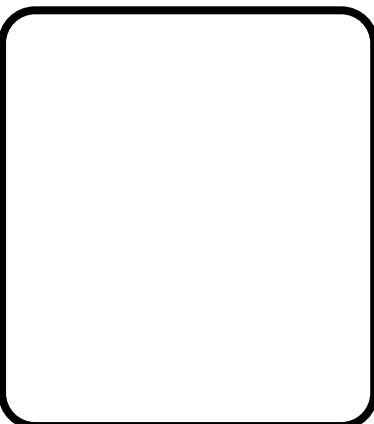


SMART BOARDING  
SCHOOL



# Rectangular Prism

\_\_\_\_\_ faces



\_\_\_\_\_ edges

\_\_\_\_\_ vertices

A rectangular prism can:

slide

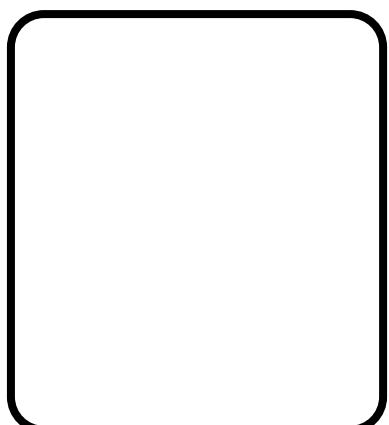
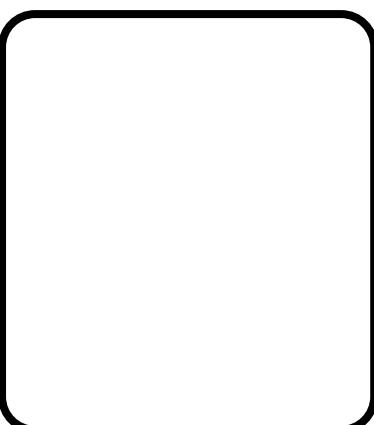
stack

roll



# Rectangular Prism

\_\_\_\_\_ faces



\_\_\_\_\_ edges

\_\_\_\_\_ vertices

A rectangular prism can:

slide

stack

roll

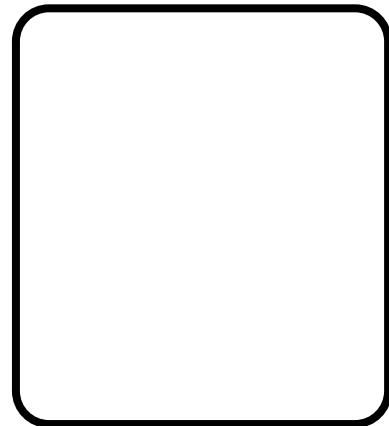
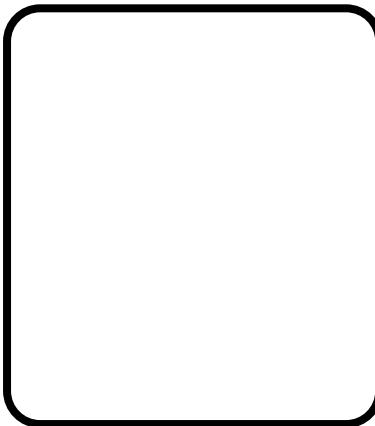


# Pyramid

\_\_\_\_\_ faces

\_\_\_\_\_ edges

\_\_\_\_\_ vertices



A pyramid can:

slide

stack

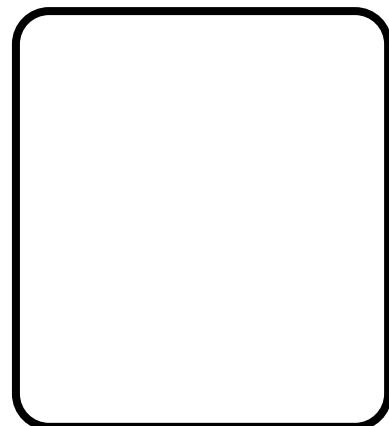
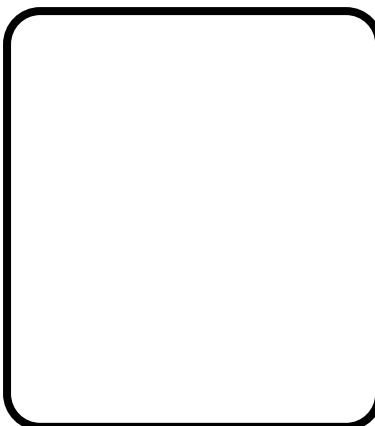
roll

# Pyramid

\_\_\_\_\_ faces

\_\_\_\_\_ edges

\_\_\_\_\_ vertices



A pyramid can:

slide

stack

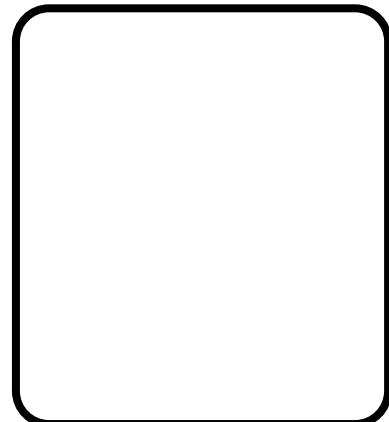
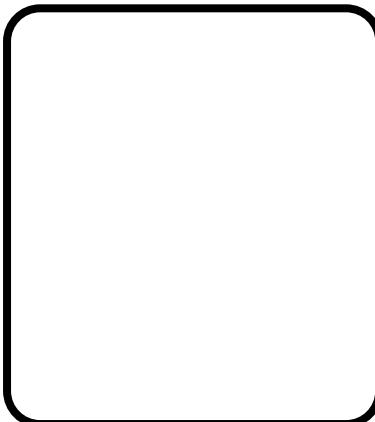
roll

# Cone

\_\_\_\_ faces

\_\_\_\_ edges

\_\_\_\_ vertices



A cone can:

slide

stack

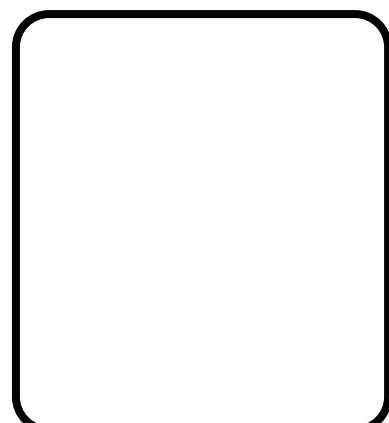
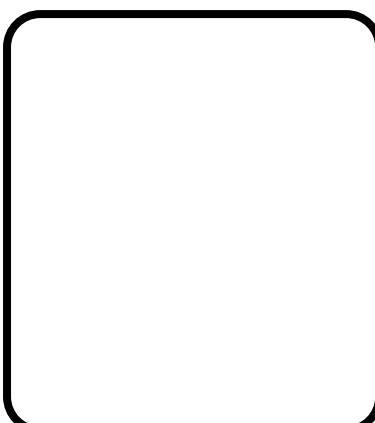
roll

# Cone

\_\_\_\_ faces

\_\_\_\_ edges

\_\_\_\_ vertices



A cone can:

slide

stack

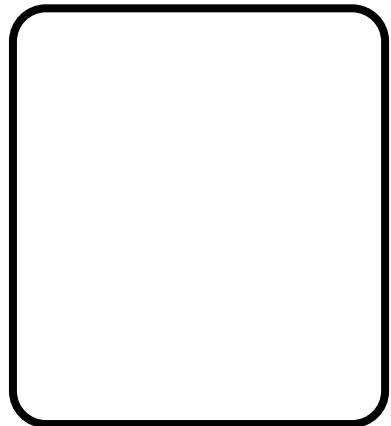
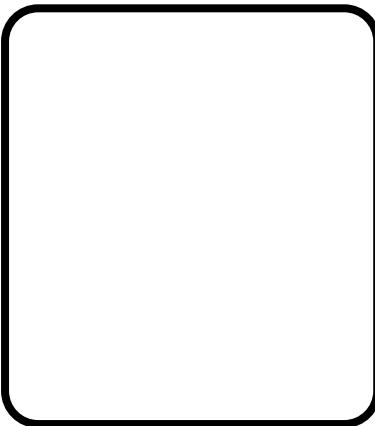
roll

# Sphere

\_\_\_\_ faces

\_\_\_\_ edges

\_\_\_\_ vertices



A sphere can:

slide

stack

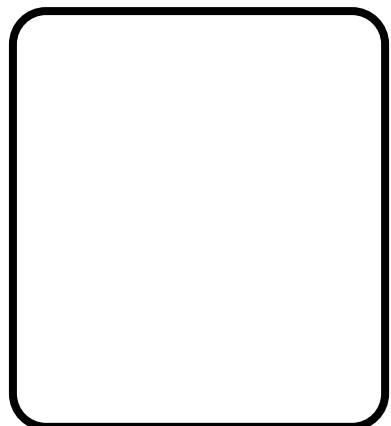
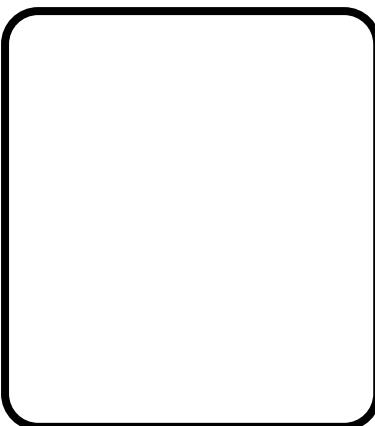
roll

# Sphere

\_\_\_\_ faces

\_\_\_\_ edges

\_\_\_\_ vertices



A sphere can:

slide

stack

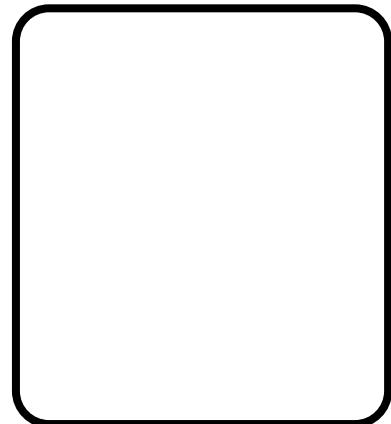
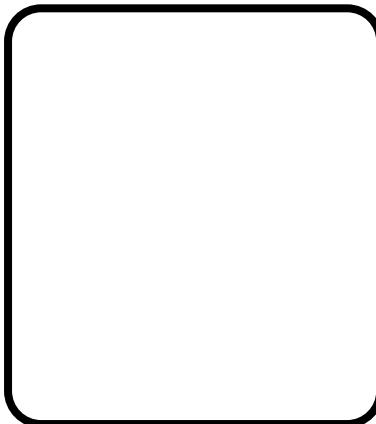
roll

# Cube

\_\_\_\_\_ faces

\_\_\_\_\_ edges

\_\_\_\_\_ vertices



A cube can:

slide

stack

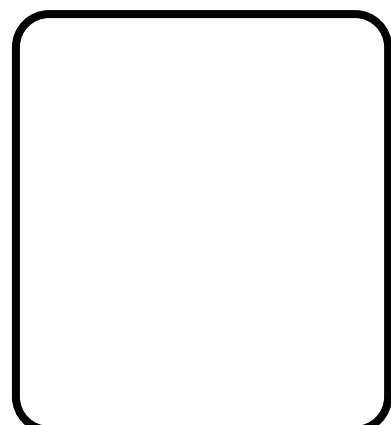
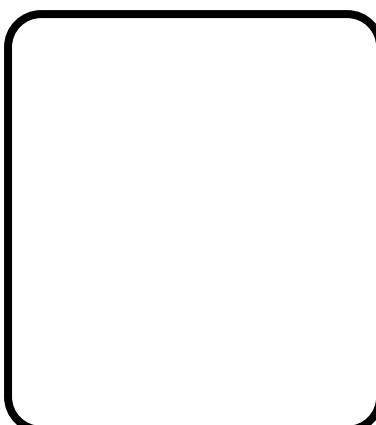
roll

# Cube

\_\_\_\_\_ faces

\_\_\_\_\_ edges

\_\_\_\_\_ vertices



A cube can:

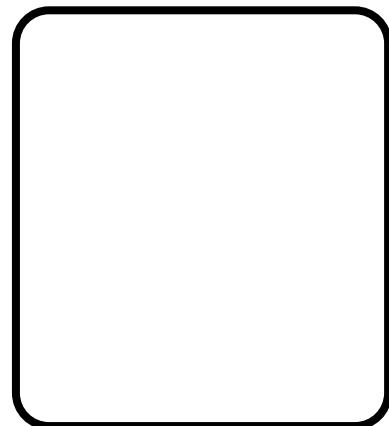
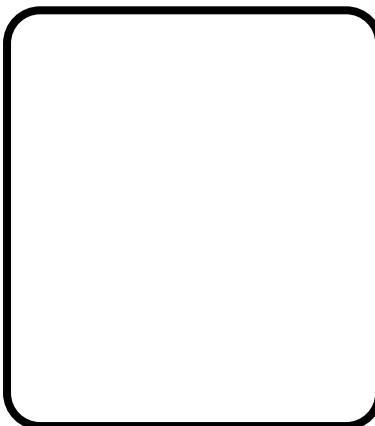
slide

stack

roll

# Triangular Prism

\_\_\_\_ faces



\_\_\_\_ edges

\_\_\_\_ vertices

A triangular prism can:

slide

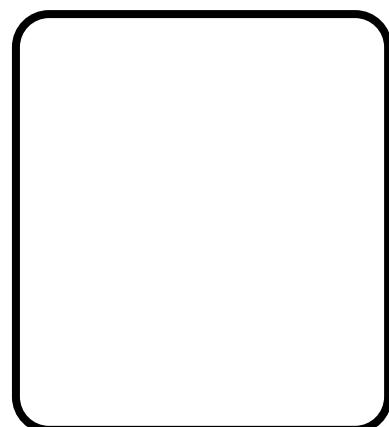
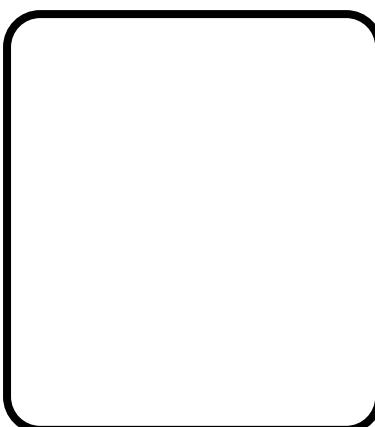
stack

roll



# Triangular Prism

\_\_\_\_ faces



\_\_\_\_ edges

\_\_\_\_ vertices

A triangular prism can:

slide

stack

roll

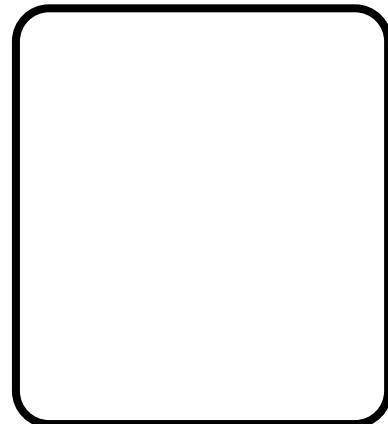
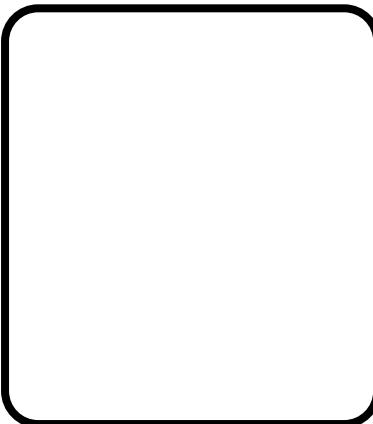


# Cylinder

\_\_\_\_\_ faces

\_\_\_\_\_ edges

\_\_\_\_\_ vertices



A cylinder can:

slide

stack

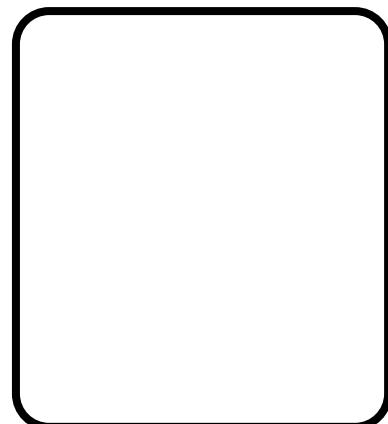
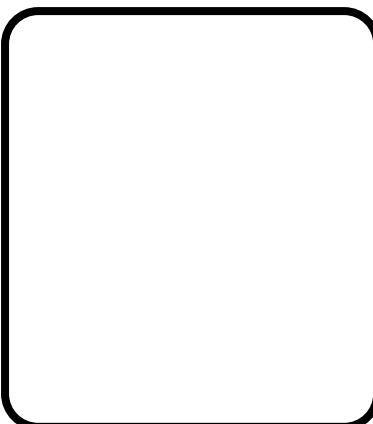
roll

# Cylinder

\_\_\_\_\_ faces

\_\_\_\_\_ edges

\_\_\_\_\_ vertices



A cylinder can:

slide

stack

roll

