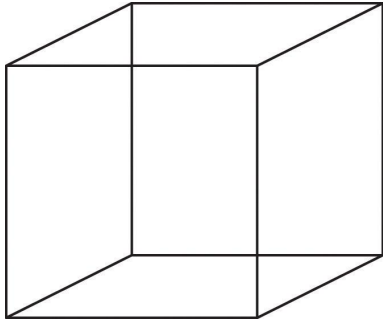
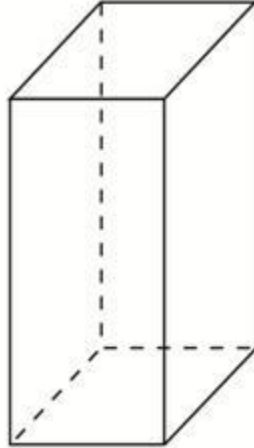


# 3D SHAPES



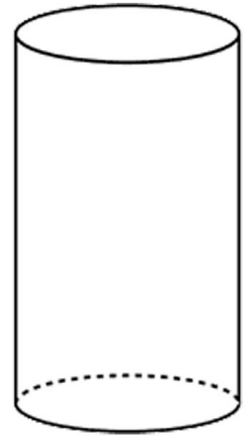
**CUBE**

Faces: \_\_\_\_\_  
Edges: \_\_\_\_\_  
Vertices: \_\_\_\_\_



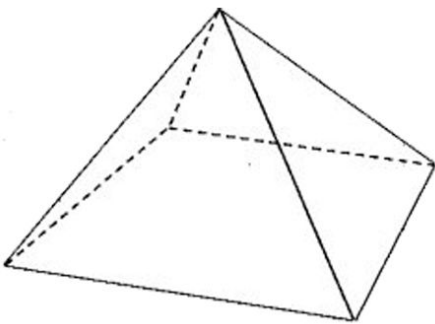
**RECTANGULAR PRISM**

Faces: \_\_\_\_\_  
Edges: \_\_\_\_\_  
Vertices: \_\_\_\_\_



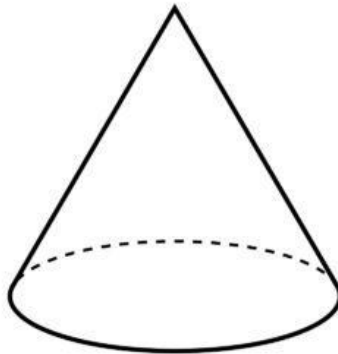
**CYLINDER**

Faces: \_\_\_\_\_  
Edges: \_\_\_\_\_  
Vertices: \_\_\_\_\_



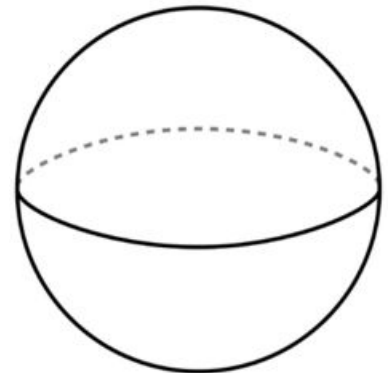
**PYRAMID**

Faces: \_\_\_\_\_  
Edges: \_\_\_\_\_  
Vertices: \_\_\_\_\_



**CONE**

Faces: \_\_\_\_\_  
Edges: \_\_\_\_\_  
Vertices: \_\_\_\_\_



**SPHERE**

Faces: \_\_\_\_\_  
Edges: \_\_\_\_\_  
Vertices: \_\_\_\_\_