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Module 10 Coordinate Geometry and Spatial Visualization Lesson 4 Three-Dimensional Shapes

## Lesson

 Notes 10.4
## Lesson Objectives

- Identify three-dimensional geometric figures using models (rectangular prisms, cylinders, cones, pyramids, and spheres).
- Use properties of standard three-dimensional shapes to identify, to classify, and to describe them.


## Subtopic 1 Polyhedra: Prisms and Pyramids

A $\qquad$ is a three-dimensional geometric figure.
A solid is called a polyhedron in which all the surfaces, called faces, are $\qquad$ .
$\qquad$ -- pl of polyhedron.

The intersections of the faces are the $\qquad$ .

The points where three or more edges $\qquad$ are the vertices.

Polyhedra are classified by the number of $\qquad$ .

Platonic solids

- $\qquad$ regular polyhedrons
- Exactly $\qquad$ different ones

A polyhedron with four faces is a $\qquad$ .

A polyhedron with $\qquad$ faces is a hexahedron.

A polyhedron with eight faces is an $\qquad$ .

A polyhedron with $\qquad$ faces is a dodecahedron.

A polyhedron with 20 faces is an $\qquad$ .

Polyhedra are convex or $\qquad$ .

A polyhedron is $\qquad$ if a line segment that lies entirely inside or on the polyhedron can connect all sets of two points on its surface.

A polyhedron is regular if all its $\qquad$ are congruent regular polygons.

A $\qquad$ has two congruent parallel faces.

The congruent $\qquad$ faces are called bases.

The $\qquad$ faces are rectangles or parallelograms.

The altitude of a prism is a $\qquad$ segment that joins the planes of the bases.

A pyramid has $\qquad$ base that can be any polygon.

The lateral faces are $\qquad$ that meet at a common vertex.

The altitude is the perpendicular segment from the base to the $\qquad$ .
Prisms and pyramids are named by the shapes of their $\qquad$ .

How many faces, edges, and vertices does each solid have?


Classify each polyhedron.


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Sketch a rectangular prism.

Identify which of these figures is the polyhedron.


Classify each polyhedron as convex or nonconvex.


## Subtopic 2 Spheres, Cylinders, and Cones

A $\qquad$ is the set of all points in space that are a given distance from a fixed point called the $\qquad$ of the sphere.

A sphere does not have $\qquad$ or vertices.

A line segment from the center of the sphere to a point on the sphere is a $\qquad$ .

A cylinder has two parallel congruent $\qquad$ bases.

The bases are connected by a curved $\qquad$ surface.

The $\qquad$ is a line segment that joins the planes of the bases and is perpendicular to the bases.
The radius of a $\qquad$ is also called the radius of the cylinder.

A $\qquad$ has one circular base and a single vertex.
The altitude is the perpendicular segment from the plane of the base to the $\qquad$ .
The radius of the base is also called the $\qquad$ of the cone.

Identify each solid.


7 How is a sphere different from a cylinder?


Explain how to find the altitude and radius of each solid.


