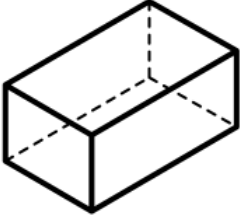


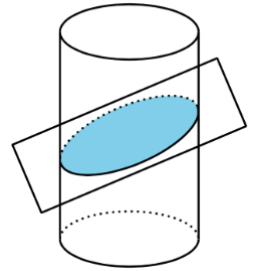
## Geometric Solids

<p>Parts of <b>Solid</b> <b>Figures</b></p>	<p><b>Face:</b></p> <p><b>Vertex:</b></p> <p><b>Edge:</b></p>	<p>Example: Rectangular Prism</p> 	
<p>Types of <b>Solids</b></p>	<p><b>Cone</b></p>		
	<p><b>Cylinder</b></p>		
	<p><b>Prism</b></p>		
	<p><b>Pyramid</b></p>		
	<p><b>Sphere</b></p>		

# Slicing Solids (Cross Sections)

Cross sections are the shapes that result from \_\_\_\_\_ a solid with a plane.

In other words, if you slice a solid figure in a number of directions, particular two dimensional shapes emerge.



Your team will be assigned three different solids. Make each of the solids with play-dough and fill in the table below.

# Slicing Solids Activity

Name of Solid	Parts of the Solid	Cross Sections (Three Examples)
	Faces:	
	Vertices:	
	Edges:	
	Faces:	
	Vertices:	
	Edges:	
	Faces:	
	Vertices:	
	Edges:	