

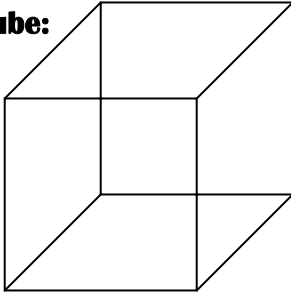
## Geometric Solids - 3 dimensional shapes

Faces= flat surfaces (strategy - shade base then count sides)

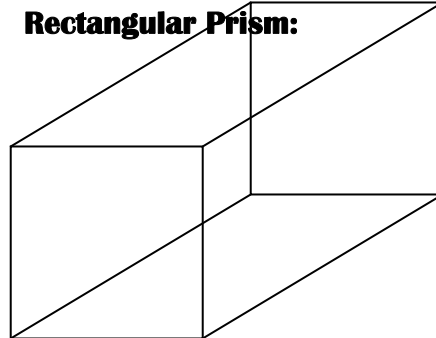
Edges= lines where faces meet (strategy - make tallies on edges)

Vertices==corners where edges meet (strategy - make dots on vertices)

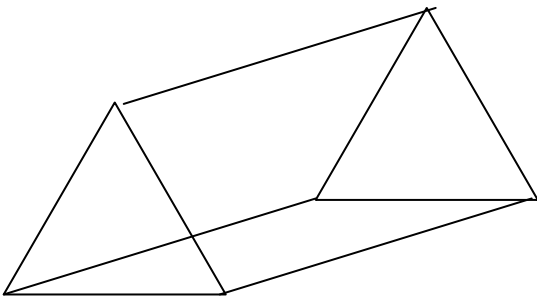
**Cube:**



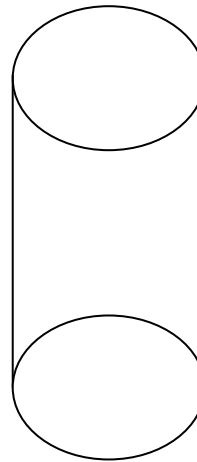
**Rectangular Prism:**



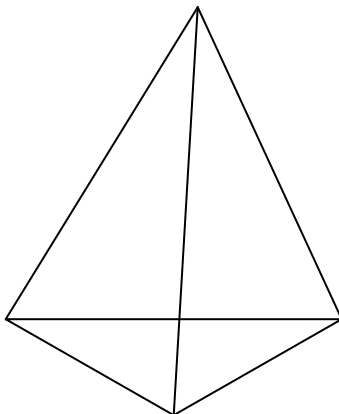
**Triangular prism:**



**Cylinder:**



**Triangular Pyramid:**



**Rectangular Pyramid:**

