### 5.3 Geometric Solids

## PRISMS

Formed by taking a 2D object and $\qquad$ it to make a 3D solid.


Square Prism


Triangular base Prism

Note: The prism is named after the shape of the $\qquad$ not the $\qquad$
Properties of Prisms:

- has $\qquad$ that are parallel and congruent
- the $\qquad$ are perpendicular to the $\qquad$
- the $\qquad$ is the length of one of the $\qquad$


## PYRAMIDS

The Pyramid is named after the shape of $\qquad$

## Properties of Pyramids




- a $\qquad$ makes the base
- the Lateral Faces are $\qquad$
- the height of each lateral face is called the $\qquad$
- a pyramid is right when the height from the $\qquad$ touches the base at $90^{\circ}$


## CYLINDERS

Generated by taking a $\qquad$ and dragging it to make a 3D solid; or by rotating a $\qquad$ .


Note: Cylinders can either be $\qquad$ or $\qquad$ .

- two discs with the same radius make the $\qquad$
- the radius of the base is the radius of the $\qquad$
- the height is the distance between the $\qquad$


## CONES

Generated by rotating a $\qquad$ around one of its legs.

It is a curved solid that ends at an $\qquad$ .

## Properties of Cones

- May or may not have a $\qquad$
- Curved surface is called $\qquad$
- The $\qquad$ is on the lateral surface

- The $\qquad$ is the perpendicular distance from apex to base

Note: We can use Pythagorean Theorem to figure out the radius, height or slant height. $s^{2}=h^{2}+r^{2}$

Net of a Cone:

$$
\frac{a}{360^{\circ}}=\frac{m A B}{2 \pi s}
$$



## SPHERES

Generated by rotating a $\qquad$ around its diameter. All points on its surface are equidistant from the centre.

## Properties of Sphere

- any segment joining the centre of the sphere to the surface is called the $\qquad$ .
- Any segment that connects 2 points on the surface of the sphere AND goes through the centre is the $\qquad$ .

