

Teaching resources 13

General teacher's dictionary

Apex: in a pyramid, the vertex at which all lateral faces meet.

Base: in a prism the two congruent, parallel faces at the top and bottom; in a pyramid, the regular polygon that is not a lateral face.

Cone: a 3D shape with 1 circle and 1 curved surface.

A 3D shape with a 2D closed curve as base (often a circle) whose every point is joined to a common apex.

Congruent: Having the same size and shape.

Cross-section: the 2D shape you get when cutting straight across a 3D shape, and the cut is parallel to the base or end faces.

Cylinder: a 3d shape with 2 circles and 1 curved surface.

A 3D shape with a 2D closed curve as base (often a circle) and constant cross- section.

Edge: when two surfaces meet.

Face: the flat 2D polygonal surface of a polyhedron.

Net: the flat shape formed when a 3D shape made from card is unfolded so that it opens out in one plane.

Polygon: a 2D shape formed by connecting three or more straight line segments end to end.

Polyhedron: a 3D shape whose faces are polygons.

A 3D shape bounded by polygonal surfaces (faces)

Prism: a 3D shape with two parallel, congruent bases connected by rectangles.

A polyhedron with a constant polygonal cross-section.

Pyramid: a polyhedron with a polygon as base and triangular side faces rising to a common vertex (apex).

Regular polyhedron: a Polyhedron with congruent regular polygonal faces and all angles at vertices equal (congruent).

Section: a 2D slice cut across a solid.

Surface: a region enclosed by and edge or edges of a 3D shape; it can be flat or curved.