
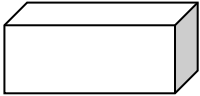
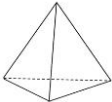
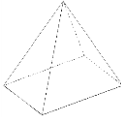
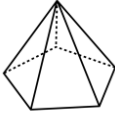
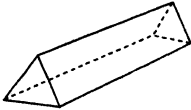
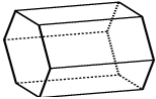



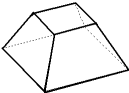




## Faces, Edges and Vertices

Shape	Sketch	Faces	Edges	Vertices
Cube				
Cuboid				
Tetrahedron (Triangular-based Pyramid)				
Square-based Pyramid				
Pentagonal-based Pyramid				
Triangular Prism				
Hexagonal Prism				
Cylinder				
Cone				
Sphere				
Frustum (square-based pyramid with the top cut off!)				

There is a sum linking the number of Faces, Edges and Vertices a **Polyhedron** has (not a Cylinder, Cone or Sphere) - can you work it out?