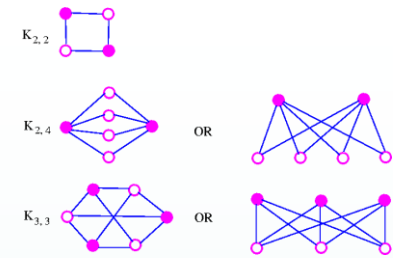


Faces, Edges and Vertices

Starter



Which of the following shapes are:

Polygons?

→ A 2D shape with only straight sides

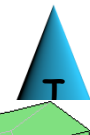
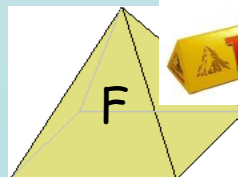
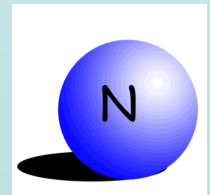
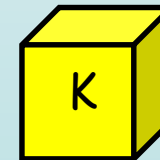
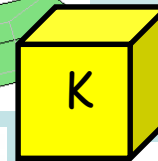
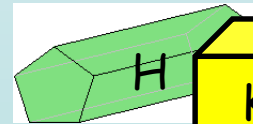
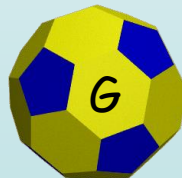
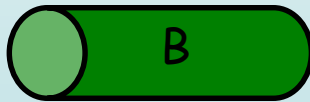
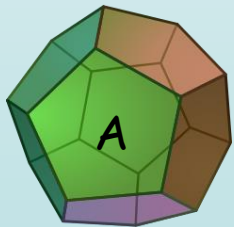
Prisms?

→ A 3D shape with a consistent cross-section (Some prisms are also polyhedra!)

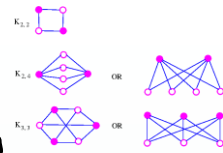
Polyhedra?

→ A 3D shape with flat faces and straight edges

None of these?



Faces, Edges and Vertices



Face:

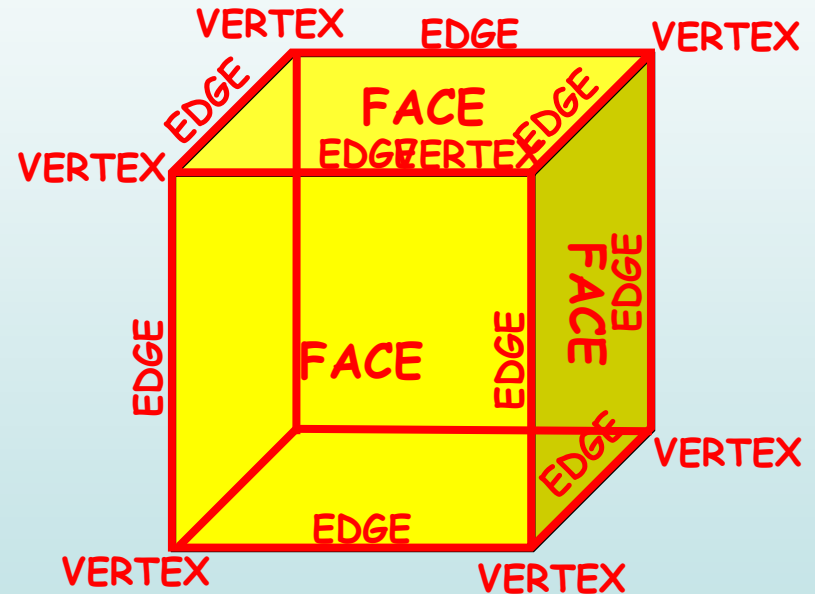
→ The faces of a shape are its 'sides'. They are areas

Edge:

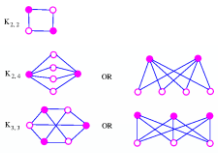
→ The edges of a shape are the lines that make it's 'skeleton'

Vertex/Vertices:

→ The vertices of a shape are its 'corners'



Faces, Edges and Vertices

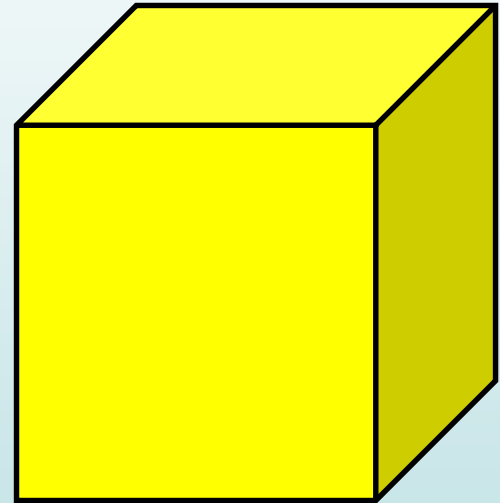


So how many Faces, Edges and Vertices does this cube have?

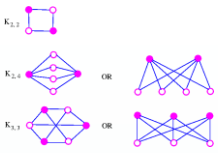
Faces: 6

Edges: 12

Vertices: 8



Faces, Edges and Vertices

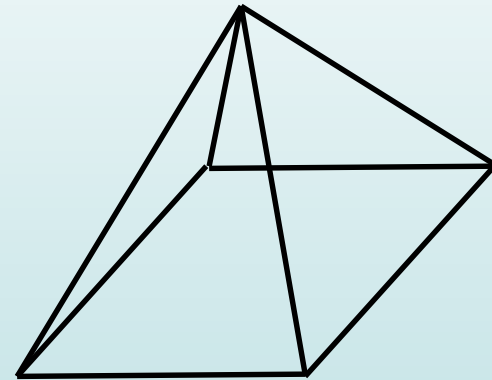


So how many Faces, Edges and Vertices does this Square-based Pyramid have?

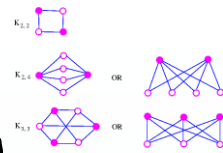
Faces: 5

Edges: 8


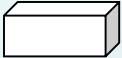









Vertices: 5



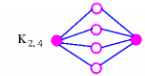
Faces, Edges and Vertices



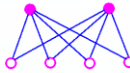
Complete the following table:

Shape	Sketch	Faces	Edges	Vertices
Cube		6	12	8
Cuboid		6	12	8
Tetrahedron		4	6	4
Square-based Pyramid		5	8	5
Pentagonal-based Pyramid		6	10	6
Triangular Prism		5	9	6
Hexagonal Prism		8	18	12
Cylinder		3	2	0
Cone		2	1	1
Sphere		1	0	0
Frustum		6	12	8

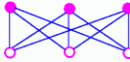
Plenary



OR



OR



What is the link between Faces , Edges and Vertices in the Polyhedra?

Shape	Faces	Edges	Vertices
Cube	6	12	8
Cuboid	6	12	8
Tetrahedron	4	6	4
Square-based Pyramid	5	8	5
Pentagonal-based Pyramid	6	10	6
Triangular Prism	5	9	6
Hexagonal Prism	8	18	12
Frustum	6	12	8

$$Faces + Vertices - Edges = 2$$

Cube

$$6 + 8 - 12 = 2$$

Square-based Pyramid

$$5 + 5 - 8 = 2$$

Hexagonal Prism

$$8 + 12 - 18 = 2$$

Plenary

$$\text{Faces} + \text{Vertices} - \text{Edges} = 2$$

$$F + V - E = 2 \quad \text{or} \quad F + V = E + 2$$

This formula was discovered by Leonhard Euler, a Swiss mathematician considered to be one of the most prolific of all time...

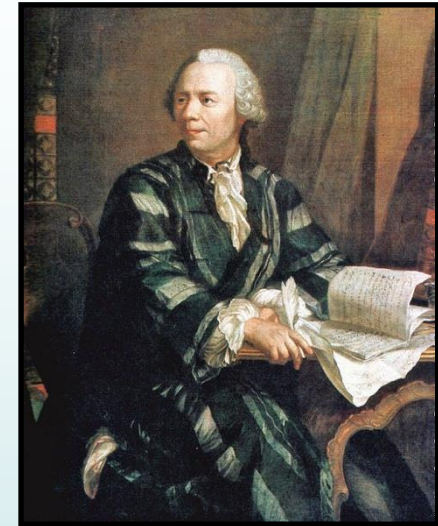
Knowing this formula allowed mathematicians to further investigate the properties of 3D objects.

You can also set people impossible 'trick' tasks!

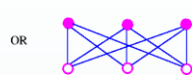
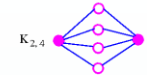
"Draw a polyhedron with 5 faces, 8 vertices and 10 edges"

This is impossible as the numbers do not fit the formula!

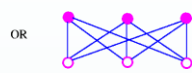
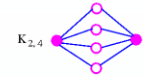
(Possible money making opportunity?!)



Leonhard Euler (1707-1783)



Summary



- We have learnt the names of some 3D shapes
- We have investigated a link between their **Faces**, **Edges** and **Vertices**
- We have seen a formula linking these together...