

**Day 2: Intro to Volume of 3D Solids**

Date \_\_\_\_\_

The point where two or more straight lines meet, a corner, of a shape is called a \_\_\_\_\_, or in plural form \_\_\_\_\_.

The vertex furthest from the base of an object is the \_\_\_\_\_.

<b>3D Objects to Know</b>	<b>Properties of the Object/How to Identify the Object</b>	<b>Picture</b>
<b>Cylinder</b>		
<b>Cone</b>		
<b>Prism</b>		
<b>Pyramid</b>		
<b>Sphere</b>		

## Volume

Volume is measured in \_\_\_\_\_ units. The volume of a figure is the \_\_\_\_\_ required to fill it completely; the total amount of \_\_\_\_\_ that an object takes up.

Example:

**\*Be careful with your measurements\*** All of the units used when calculating the volume of a 3D object must be \_\_\_\_\_.

Example:

Non-Example:

3D Object	Volume Equals	Fraction	Base	Height	<b>*Volume Formula*</b>
Cylinder	V=				
Cone	V=				
Prism	V=				
Pyramid	V=				
Sphere	V=				

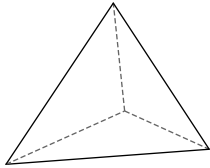
**For each figure:**

**A) Name each figure.**

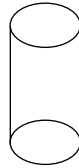
**B) State the volume formula.**

**C) Draw and label the radius, height, length, width, and apothem as needed for each figure.**

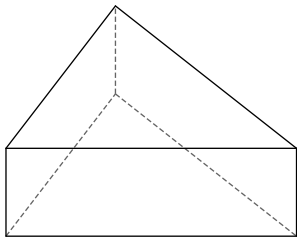
1)



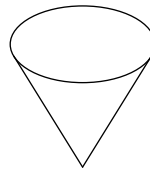
2)



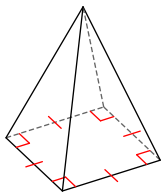
3)



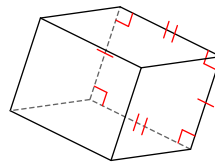
4)



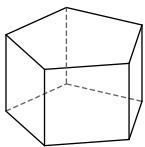
5)



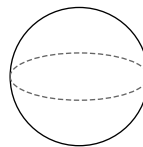
6)



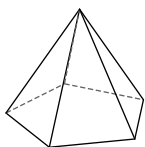
7)



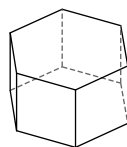
8)



9)



10)



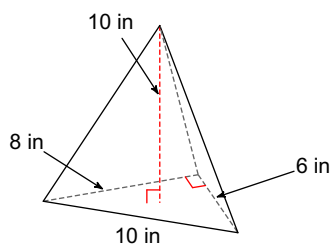
For each figure:

A) Name each figure.

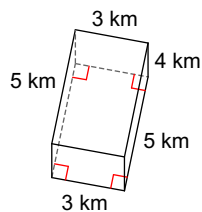
B) State the volume formula.

C) Find the volume of the figure. Round to the nearest tenth, if necessary.

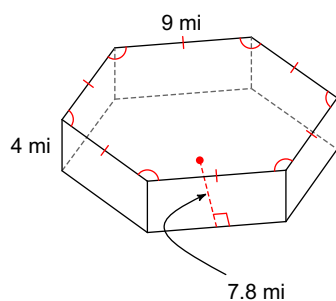
11)



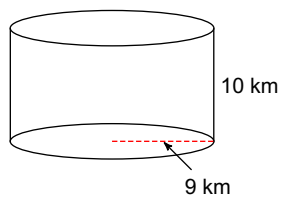
12)



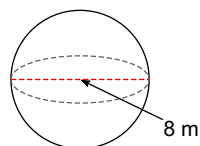
13)



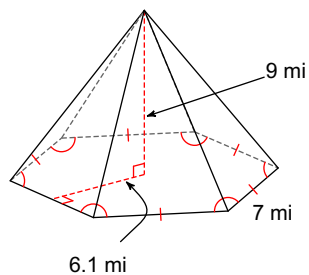
14)



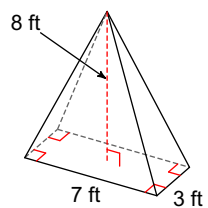
15)



16)



17)



18)

