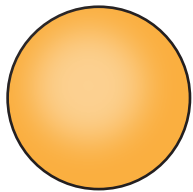
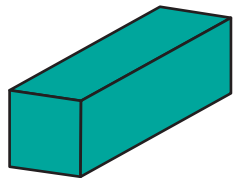


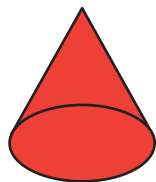
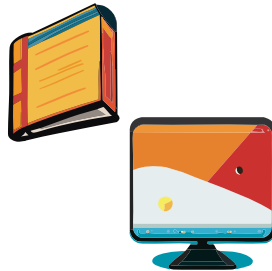
3-D shapes



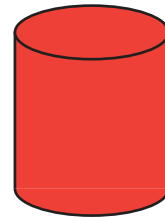
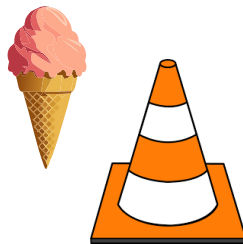
sphere



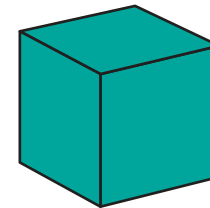
cuboid



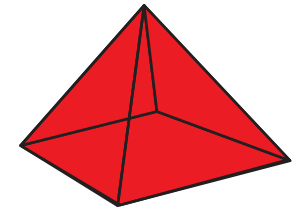
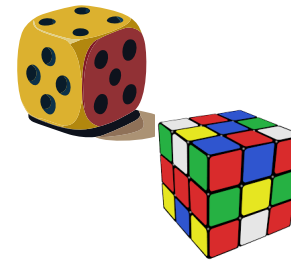
cone



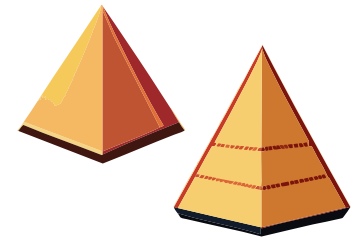
cylinder



cube

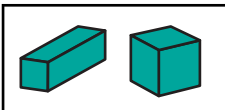


pyramid

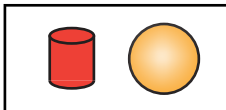


Sort 3-D shapes

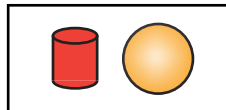
6 faces



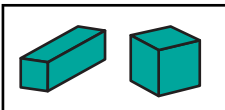
less than 6 faces



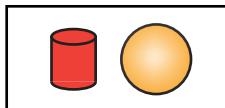
curved sides



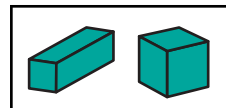
no curved sides



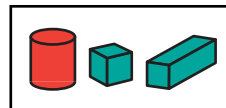
can roll



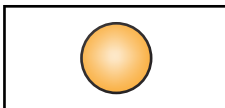
cannot roll



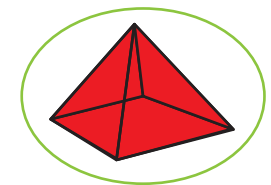
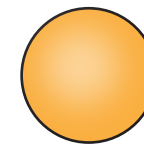
can be stacked



cannot be stacked

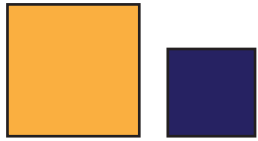


Odd one out



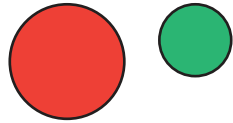
The other shapes have a **curved** side.

2-D shapes



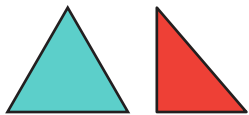
square

4 corners
4 equal sides



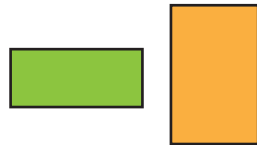
circle

0 corners
1 equal sides



triangle

3 corners
3 sides

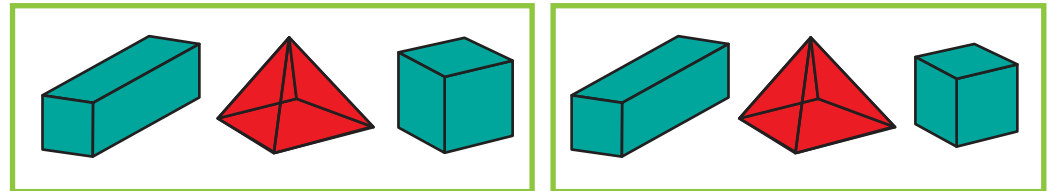
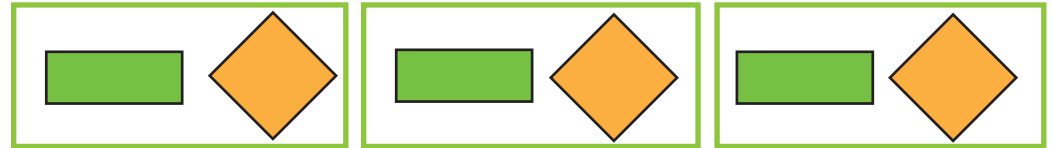


rectangle

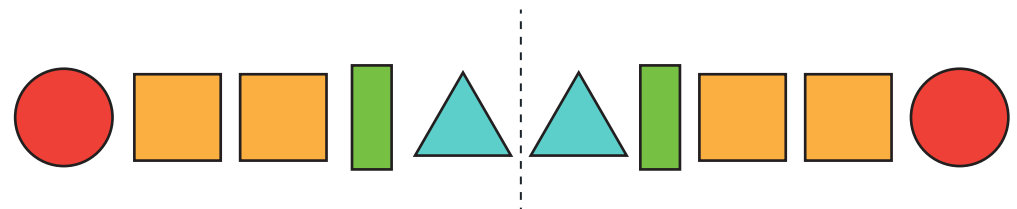
4 corners
2 pairs of equal sides

Patterns

We can make repeating patterns using 2-D and 3-D shapes.



We can make symmetrical patterns.



Sort 2-D shapes

3 corners



4 corners



3 sides



4 sides



Triangle



Not a triangle



Odd one out



The circle is the odd one out because it does not have corners.