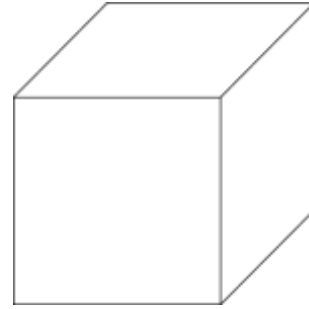
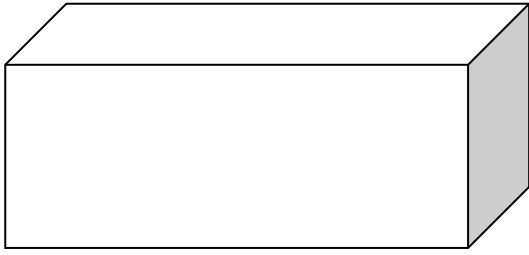
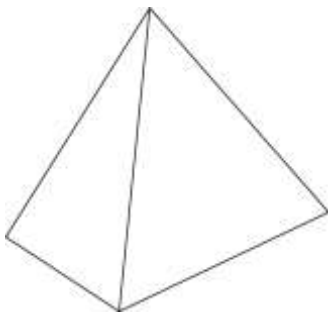


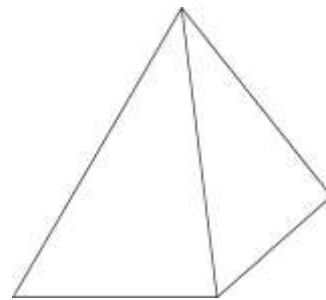
Shape cards



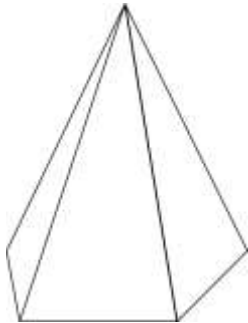
Cube



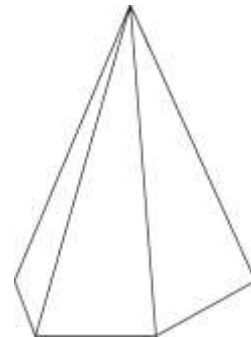
Triangular-based pyramid



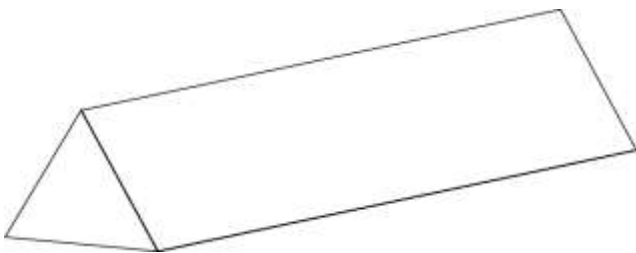
Square-based pyramid



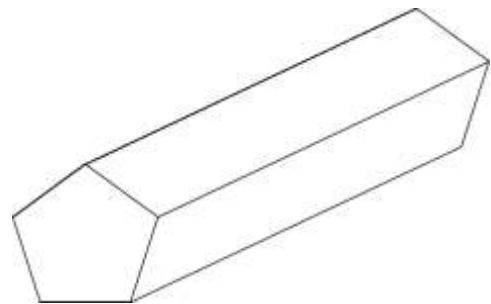
Pentagon-based pyramid



Hexagon-based pyramid

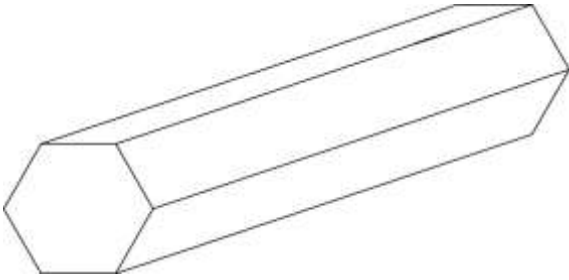


Triangular prism

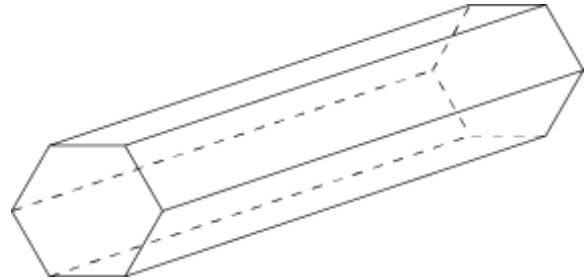


Pentagonal prism

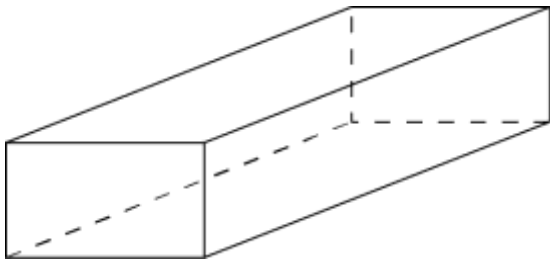
(Hexagonal prism overleaf.)



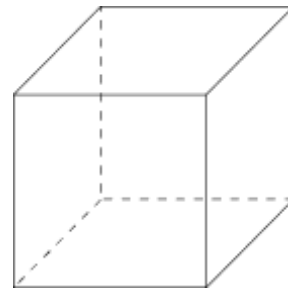
Hexagonal prism



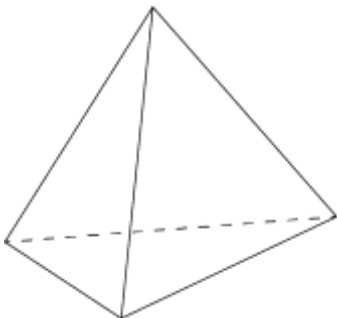
Hexagonal prism



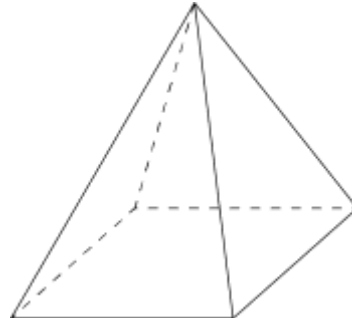
Cuboid



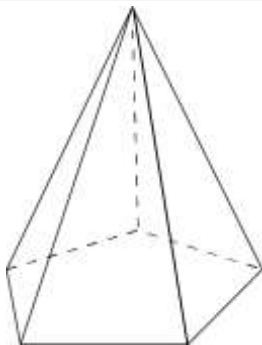
Cube



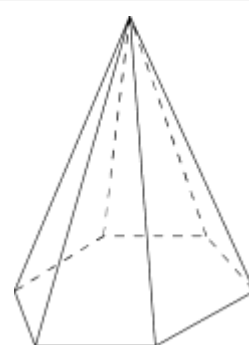
Triangular-based pyramid



Square-based pyramid

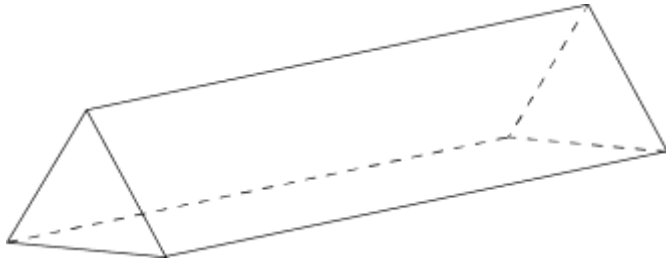


Pentagon-based pyramid

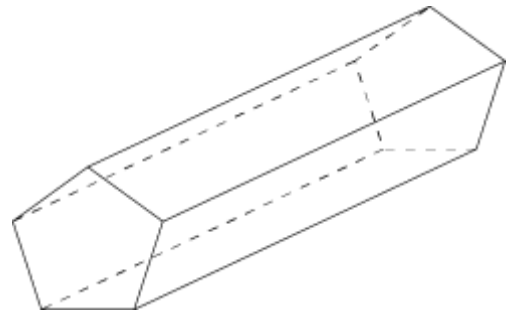


Hexagon-based pyramid

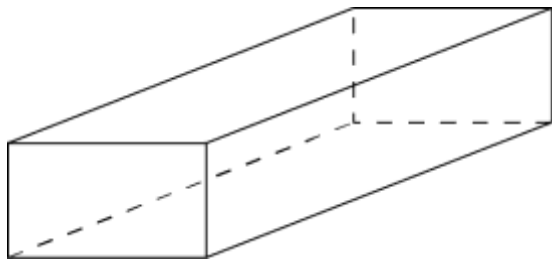
(Triangular and pentagonal prism overleaf.)



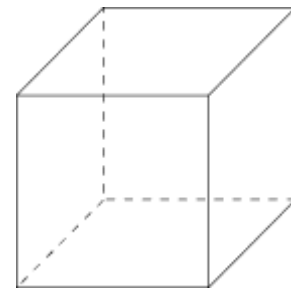
Triangular prism



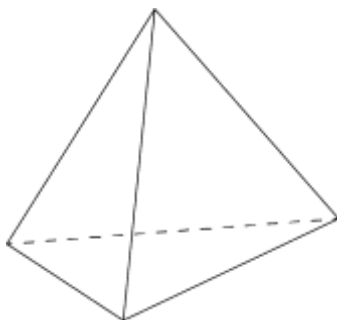
Pentagonal prism



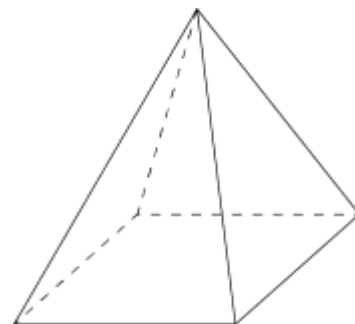
Cuboid



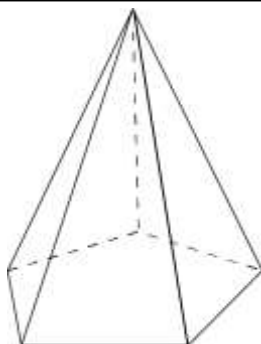
Cube



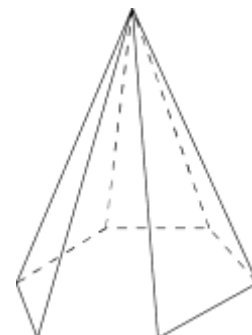
Triangular-based pyramid



Square-based pyramid



Pentagon-based pyramid



Hexagon-based pyramid

Shape bank – cut out each shape and use it to create nets of 3-D shapes.

