1 Cubes

- 1. How many faces does a cube have?
- 2. How many edges does a cube have?
- 3. How many vertices does a cube have?
- 4. How many edges are connected at a vertex? Is the answer the same for all vertices?
- 5. How many faces have a common edge? Is the answer the same for all edges?
- 6. To make a 3-inch by 3-inch cube, how many smaller 1-inch by 1-inch cubes do we need? Try to visualize this and draw this below.
- 7. Suppose you take a 2-inch by 2-inch cube, and paint it green. After that, you cut the cube into multiple cubes with side length 1 inch. How many small cubes will have exactly one face painted green?

Two faces?

Three faces?

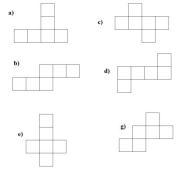
No faces?

8. What about if you do the same with a 3-inch by 3-inch cube?

2 Nets

In math, a net is a pattern that you can cut and fold to make a model of a solid shape.

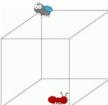
1. From which of the following nets can you make a cube?



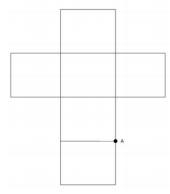
2. This is not the only way to make a cube. How many different nets does a cube have? (Hint: draw out all the possibilities)

3 Challenge

1. Allison Ant (Point A) and Bobby Bug (Point B) are sitting at opposite corners of a cube, as shown below:



Allison Ant's location (Point A) is marked on the net below. Find the position of Bobby Bug and mark it with the letter B.



- 2. Allison Ant wants to visit Bobby Bug. Draw what you think the shortest route from A to B is on the cube above. Then, draw this route on the net above.
- 3. Now, using a different color, try to find the shortest route from A to B using the net. Now draw this route on the cube. Is this shorter than the route you found using the cube first?
- 4. Suppose you have a cube of side length 3. You cut off one inch from each corner, leaving behind a new figure. How many sides does this new figure have? What different shapes would you see on the net of this new figure?
- 5. How many faces, edges, and vertices does a square pyramid have? Draw its net.
- 6. Extra Challenge: Draw the nets of a cone and a cylinder. Be careful!