

4.2 – Translating and Stacking 2D shapes to make 3D shapes




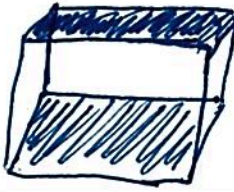
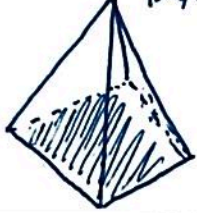





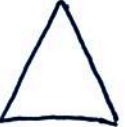
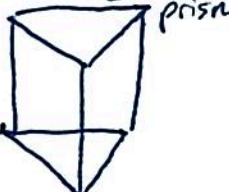
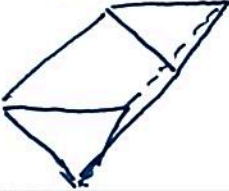

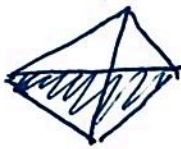
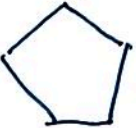


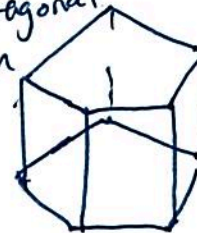
A **prism** is a solid that has two faces that are parallel and congruent. These are called the bases of the prism.

When you translate a polygon through space in a direction that is perpendicular to the plane containing the polygon, the solid formed is a **right prism**.

When you translate a polygon through space in a direction that is not perpendicular to the plane containing the polygon, the solid formed is an **oblique prism**.

Congruent shapes have the same size and same shape.

Similar shapes have the same shape but different size.

Name and sketch the base of the Slinky	Name and sketch the right prism created by translating the base through space	Name and sketch the oblique prism created by translating the base through space	What solid would be formed by stacking multiple of this base that are congruent on top of one another? (Name and Sketch)	What solid would be formed by stacking multiple of this base that are similar on top of one another? (Name and Sketch)
rectangle 	right rectangular prism 	oblique rectangular prism 	rectangular prism 	rectangular pyramid 
circle 	right cylinder 	Oblique cylinder 	cylinder 	cone 
triangle 	right triangular prism 	oblique triangular prism 	triangular prism 	triangular pyramid 
pentagon 	right pentagonal prism 	Oblique pentagonal prism 	pentagonal prism 	pentagonal pyramid 