



# NAMING 3D SHAPES

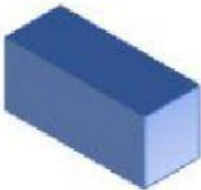
Drag the name to its 3D shape.



**square pyramid**



**cube**



**cylinder**



**sphere**



**rectangular prism**



**triangular prism**



**cone**

# NETS

**Match each net to its 3D representation.**

