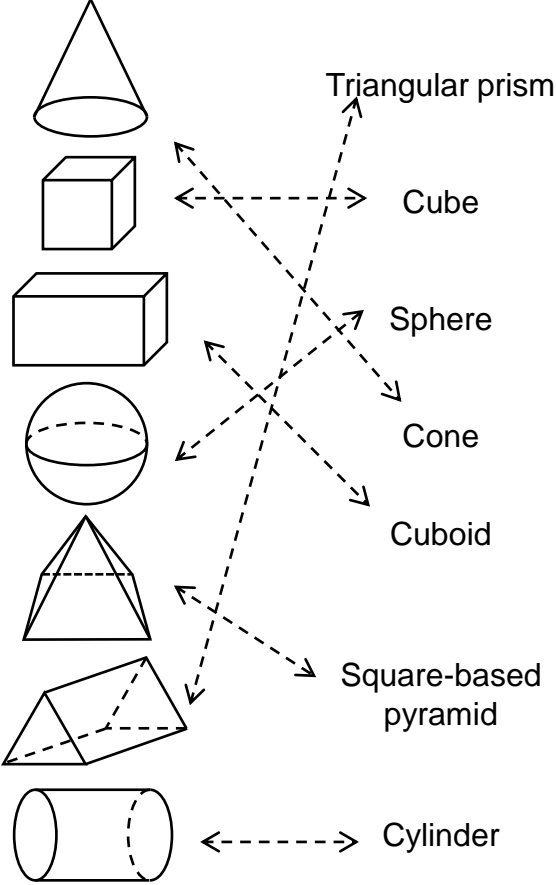


**3D Shapes, Faces, Edges and Vertices Mark Scheme**

1		<p>[5] All correctly paired names and polygons ([-1] mark per incorrect pair)</p>
2	Cube: faces = 6	[1]
	Cube: edges = 12	[1]
	Cube: vertices = 8	[1]
3	Triangular prism : faces = 5	[1]
	Triangular prism : edges = 9	[1]
	Triangular prism : vertices = 6	[1]
4	Square-based pyramid : faces = 5	[1]
	Square-based pyramid: edges = 8	[1]
	Square-based pyramid: vertices = 5	[1]
5	Sphere : faces = 1	[1]
	Sphere: edges = 0	[1]
	Sphere: vertices = 0	[1]

Turn over ►

<b>6</b>	Frustum: faces = 6	[1]
	Frustum: edges = 12	[1]
	Frustum: vertices = 8	[1]
<b>7</b>	Cone: faces = 2	[1]
	Cone: edges = 1	[1]
	Cone: vertices = 1	[1]

END