**2-Dimensional:** A shape that only has two dimensions (such as width and height) and no thickness.

**3-Dimensional:** An object that has height, width and depth (thickness), like any object in the real world.

**Area:** The number of ***square*** units it takes to completely fill a space or surface.

**Bases of a Prism:** The two faces of a prism that are parallel and congruent.

**Congruent:** Exactly the same shape and same size.

**Cubic Units:** The way to measure volume (b/c it multiplies three units – unit3).

**Dimension:** A measurement of distance (height, width, depth).

**Edge:** The line of the object where two sides/faces meet in a 3D figure.

**Equilateral Triangle:** A triangle with three equal sides.

**Face:** One of the polygons that makes up a 3D object/polyhedron.

**Isosceles Triangle:** A triangle with two equal sides.

**Lateral Faces:** In a prism, the face that is not the base.

**Net:** The shape a 3D figure makes when it is unfolded.

**Parallelogram:** A quadrilateral with both pairs of opposite sides that are parallel.

**Polygon:** Connected line segments that meet end to end to form a closed shape.

***Regular Polygon***has all sides equal and all interior/inside angles equal.

***Irregular Polygon***has unequal sides and unequal interior/inside angles.

**Polyhedron:** A 3-D figure with polygons as faces (like a soccer ball).

**Prism:** A 3D figure that has two bases that are the same shape that are connected by parallelograms (mostly rectangles!).

**Quadrilaterals:** A 4-sided polygon.

**Rectangle:** A 4-sided polygon where all interior/inside angles are 90°.

**Rectangular prism:** A solid (3-dimensional) object which has six faces that are rectangles.

**Rhombus:** A quadrilateral/polygon with all four equal sides.

**Right Triangle:** A triangle where one of the interior (inside) angles is a right angle (90 degrees).

**Right rectangular prism:** All of the faces are perpendicular to the bases.

**Scalene Triangle:** A triangle where all three sides are different in length.

**Square:** A quadrilateral that has four right angles and four equal sides.

**Square Units:** The way to measure area (b/c it multiplies two units – unit2).

**Surface area:** The total area of each of the surfaces that make up a 3-dimensional object.

**Trapezoid:** A quadrilateral which has one pair of parallel sides.

**Triangles:** A 3-sided polygon

**Triangular prism:** A prism with triangles as bases. Has five faces: three rectangles and two triangles.

**Vertices:** The common endpoint of two or more rays or line segments

**Volume:** The amount of space occupied by an object.

**Volume of a Prism**: The area of a base times the height. The number of cubic units needed to fill a prism.