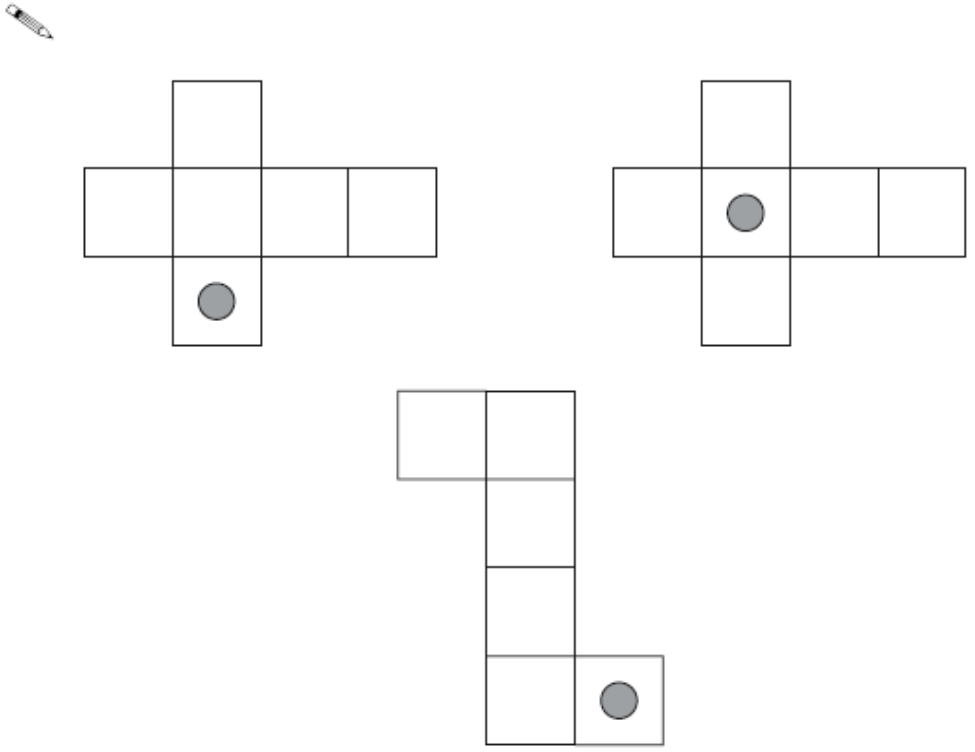
**Q1.** Here are three nets of a cube.

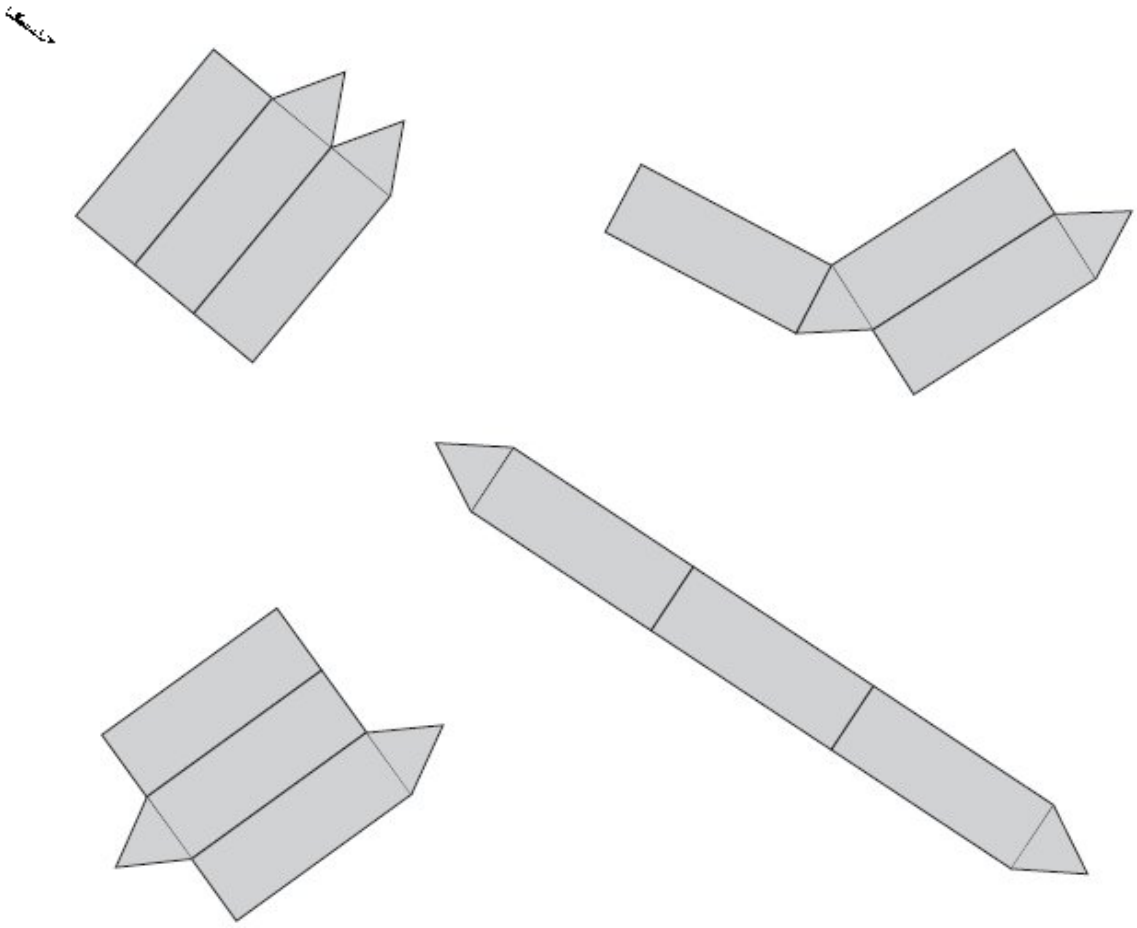
On each net draw **one more dot** so that each cube will have dots on **opposite** faces.



2 marks

**Q2.** **Two** of these diagrams are nets for a triangular prism.

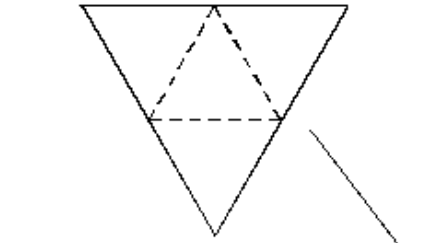
Put a tick (✓) in them.

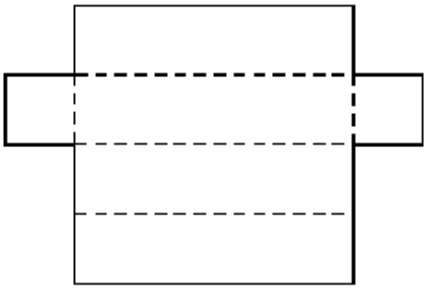


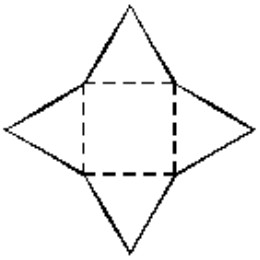
1 mark

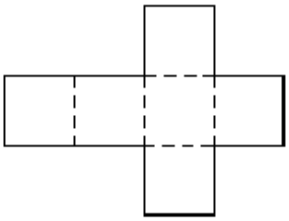
**Q3.** These nets will fold to make 3-D shapes.

Match each net to the name of its shape.









square – based pyramid

triangular prism

cube

square

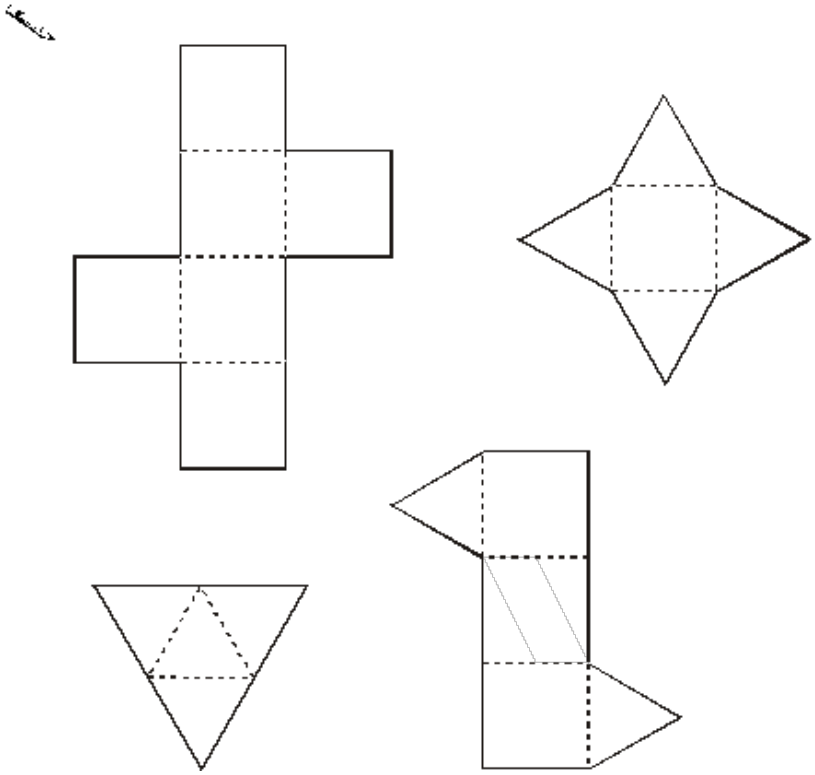
tetrahedron

cuboid

1 mark

**Q4.** Here are some nets of shapes.

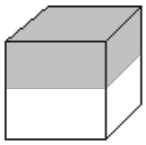
For each net, put a tick (✓) if it folds to make a **pyramid**.
Put a cross (✗) if it does not.



1 mark

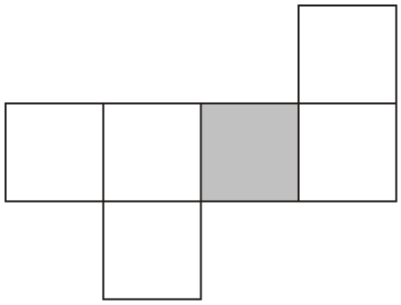
**Q5.** Here is a cube.

The cube is shaded all the way round so that the top half is grey and the bottom half is white.



Here is the net of the cube.

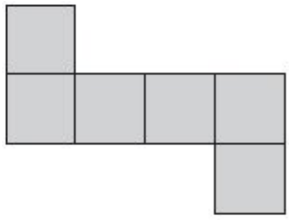
Complete the shading

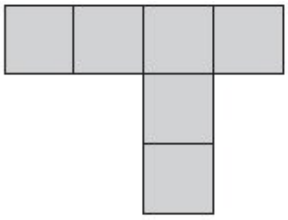


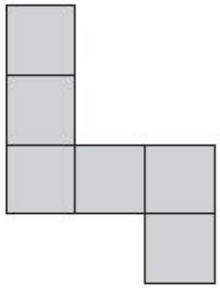
2 marks

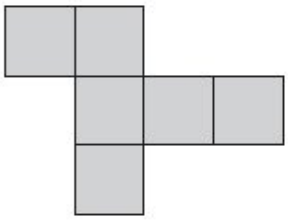
**Q6.** Here are four diagrams.

On each one put a tick (✓) if it is a net of a cube.
Put a cross (✗) if it is not.







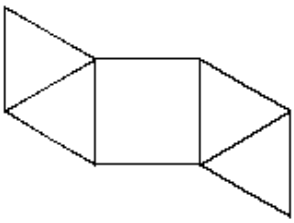


2 marks

**Q7.** Look at each of these diagrams.

Put a tick (✓) if it is the **net of a square based pyramid.**

Put a cross (✘) if it is **not.**



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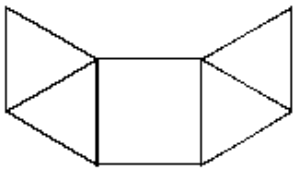

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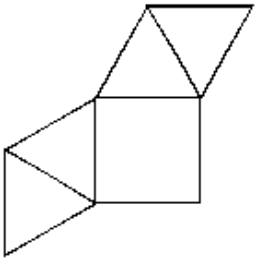
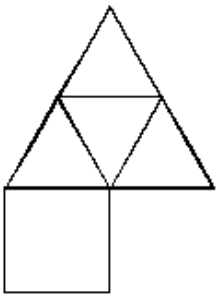


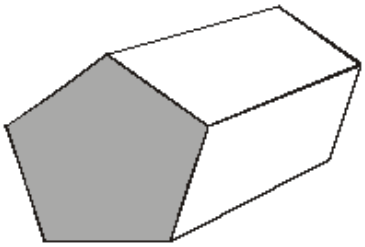
. . . . . .



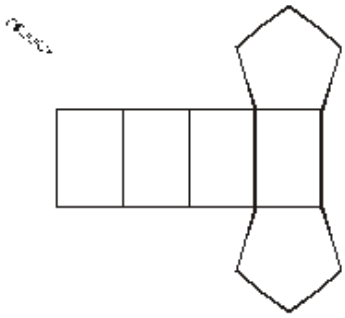
. . . . . .

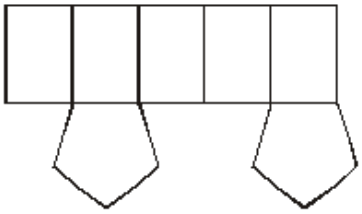
2 marks

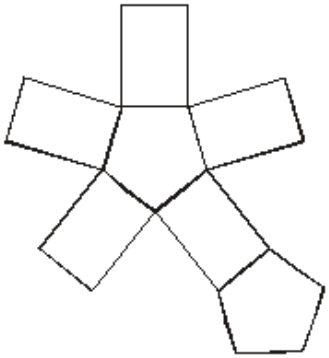
**Q8.** This is a drawing of a pentagonal prism.

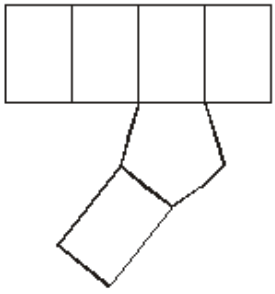


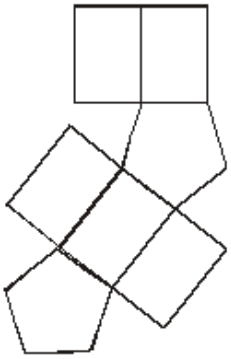
Tick (✓) the one shape that is a net for the pentagonal prism.





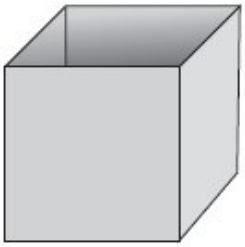






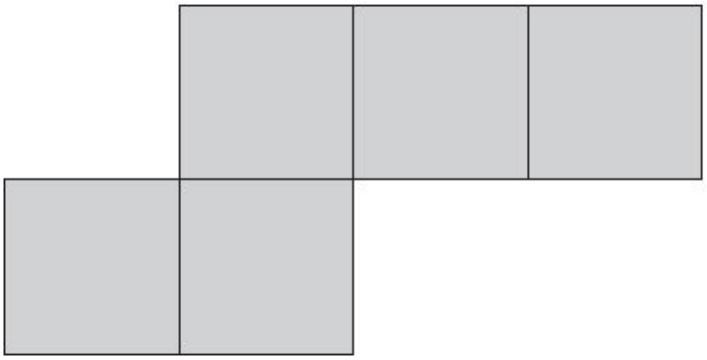
1 mark

**Q9.** Here is an **open top** cube.



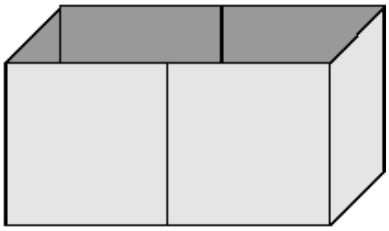
Here is the net from which it is made.

Put a tick (✓) on the square which is its **base**.



1 mark

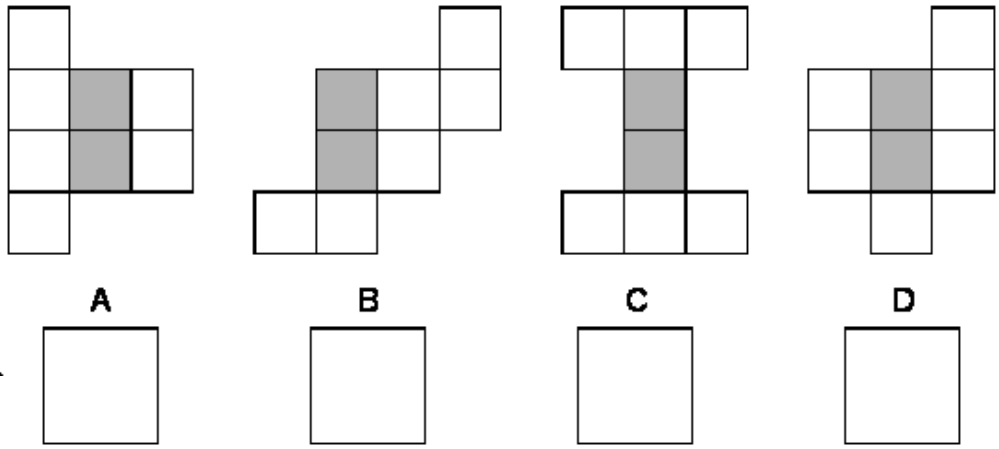
**Q10.** This is an open top box.



Put a tick (✓) for each diagram **if it is a net** for the box.

Put a cross (✗) if it is not.

The base is shaded in each one.

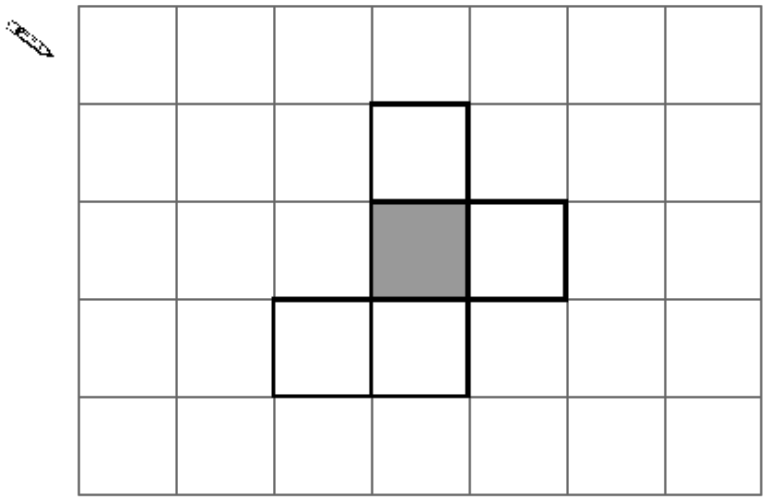



2 marks

**Q11.** Here is the net of a cube with no top.

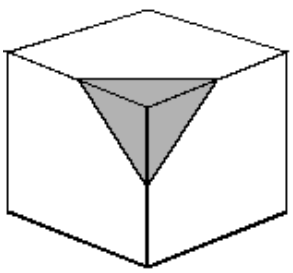
The shaded square shows the bottom of the cube.

Draw an extra square to make the net of a cube which does have a top.



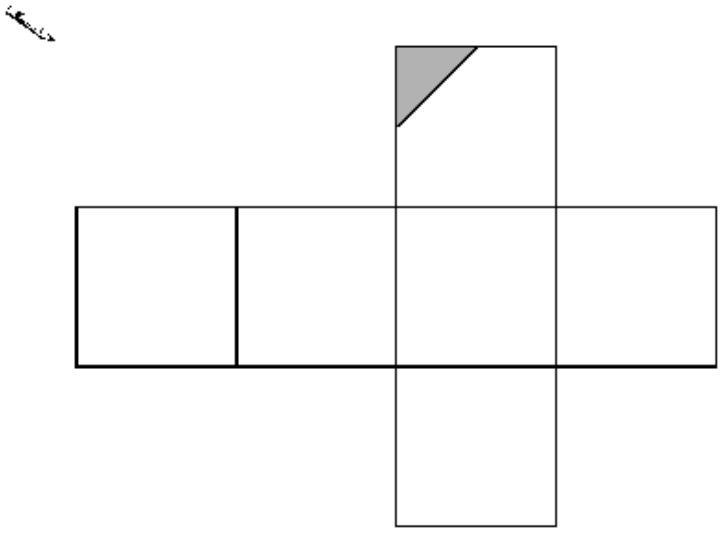
1 mark

**Q12.** A cube has shaded triangles on three of its faces.



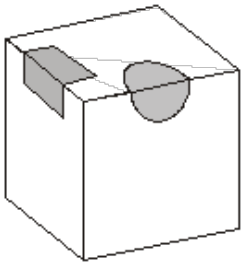
Here is the net of the cube.

Draw in the two missing shaded triangles.



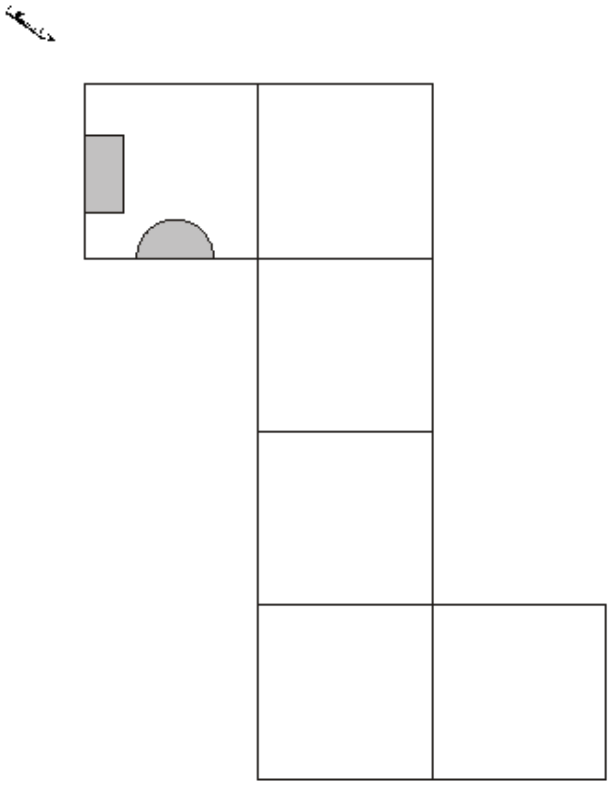
1 mark

**Q13.** A cube has shaded shapes on three of its faces.



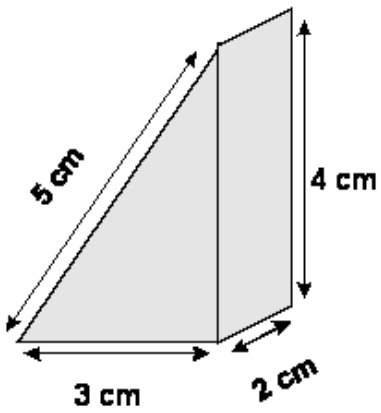
Here is a net of the cube.

Draw in the two missing shaded shapes.



1 mark

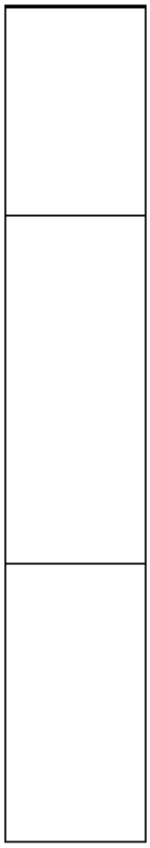
**Q14.** Here is a triangular box.




Below is part of the net of the box, but **two** of its faces are missing.

Draw **accurately**, full size, **ONE** of the missing faces on the diagram below.

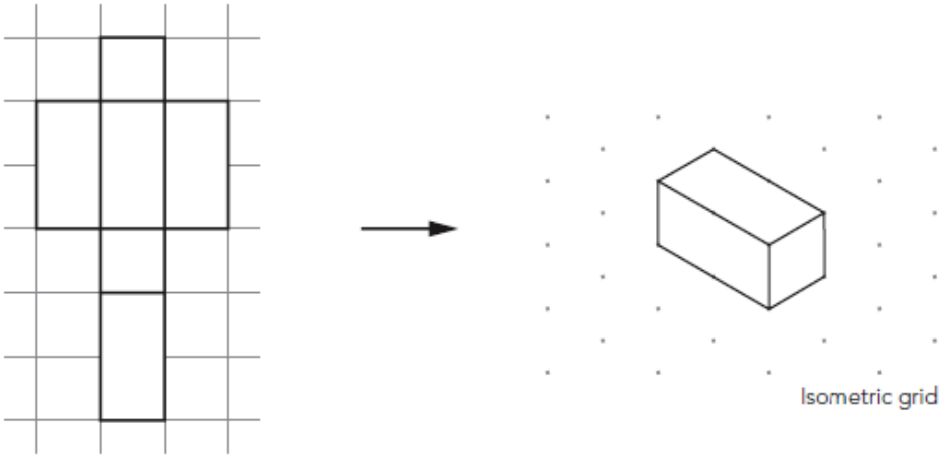
You can use a ruler and protractor (angle measurer).



2 marks

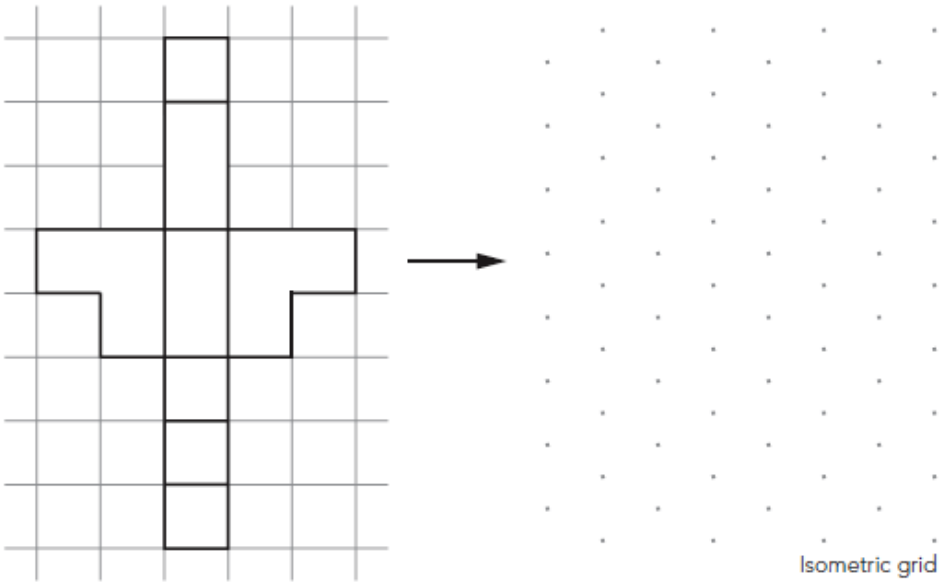
**Q15.** Look at the net drawn on square paper.

It folds to make a prism.



The net below folds to make a different prism.

Draw it on the grid.




Isometric grid

2 marks