

Cut out the shape and glue to the correct attributes.

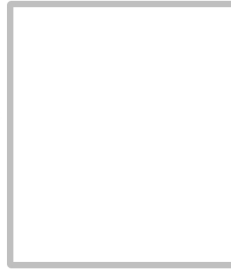
Cylinder

- 8 faces
- 12 vertices
- 18 edges



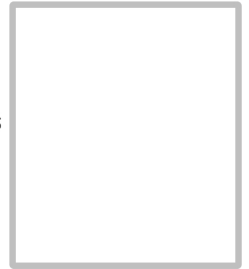
Sphere

- 8 faces
- 12 vertices
- 18 edges



Hemisphere

- 8 faces
- 12 vertices
- 18 edges



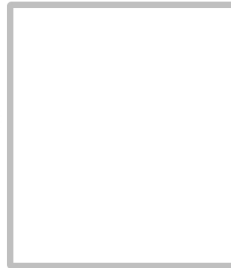
Pyramid

- 8 faces
- 12 vertices
- 18 edges



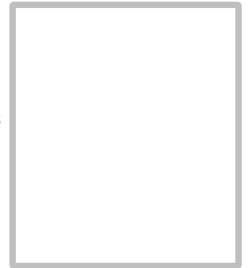
Cuboid

- 8 faces
- 12 vertices
- 18 edges



Cube

- 8 faces
- 12 vertices
- 18 edges



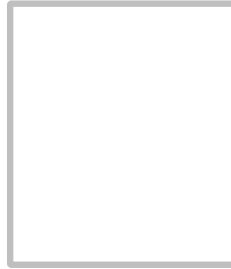
Triangular Prism

- 8 faces
- 12 vertices
- 18 edges



Hexagonal Prism

- 8 faces
- 12 vertices
- 18 edges



Cone

- 8 faces
- 12 vertices
- 18 edges

