

Surface Area & Volume

Grade 8 Outcomes:

C2: Draw & construct nets for 3D objects

C3: Determine the surface area of right rectangular prisms, right triangular prisms, and cylinders

C4: Determine the volume of right prisms and cylinders

Area	The number of square units needed to cover a space
Surface Area	The number of square units needed to cover a 3D object or the sum of the areas of all the faces
Perimeter	The distance around a shape
Dimensions	This is the math word for the lengths of the sides or edges of a shape
Area formula for a rectangle	<ul style="list-style-type: none"> • Length x Width = Area • $\text{Area} \div \text{Width} = \text{Length}$ • $\text{Area} \div \text{Length} = \text{Width}$
Area formula for a square	<ul style="list-style-type: none"> • Side x Side = Area • $S^2 = \text{Area}$ • $\sqrt{\text{Area}} = \text{side length of square}$
Area formula for a parallelogram	<ul style="list-style-type: none"> • Base x Height • Height always comes out of the base at a right angle • (Every parallelogram can be made into a rectangle)
Area formula for a triangle	<p>Base x Height (<i>height is not a slanted side</i>)</p> <p style="text-align: center;">2</p> <p>(Every triangle can be made into a parallelogram)</p>
Diameter (d)	A line that passes through the center of the circle ⊙
Radius (r)	<p>A line from the center of the circle to a point on the edge of the circle</p> <ul style="list-style-type: none"> • Radius is half the distance of the diameter
Circumference (C)	<ul style="list-style-type: none"> • The distance around the outside edge of a circle • The formula for circumference is (d) π or 2πr. This means (diameter x 3.14) or (2 x radius x 3.14)
Area formula for a circle	Area = πr^2 This means 3.14 x radius x radius
Area formula for a cylinder	diameter x 3.14 x height of the cylinder

Face	flat or curved surface
Edge	line segment where two faces meet
Vertex	point where three edges meet
Net	<ul style="list-style-type: none"> • a two dimensional shape that when folded makes a 3- D object • You can draw a net for any object by picturing what it would look like if you cut along the edges and flattened it out • A minimum of three views is needed to describe a 3 -D object. Use the top, front, and side views
Rectangular Prism	<p>a prism is a 3 – D shape whose bases are parallel to each other</p> <p>the name of the base gives the name of the prism</p>
Triangular Prism	<ul style="list-style-type: none"> • a prism with two triangular bases • all other faces are rectangular • each of the bases are the same size and shape
Cylinder	<ul style="list-style-type: none"> • A 3D object with two equal and parallel circular bases • A cylinder is made up of two circles and one rectangle. • To find the dimension of the rectangle that makes up the cylinder figure out the circumference of the circle and the height of the cylinder
Volume	<p>How much space a shape takes or how much it can hold. (volume = area of the base of a prism x the height)</p> <p>V of a right rectangular prism = $h \times l \times w$</p> <p>V of a cube = $s \times s \times s$ or s^3</p>
Base	<p>The base of a 3- D shape is usually thought of as a face upon which it can “sit”</p> <p>Any face of a prism that shows the named face of a prism</p>
Orientation	<p>The different position of an object formed by sliding (translating), turning (rotating) or flipping (reflecting) the object.</p> <p>Changing the orientation of a 3-D object does not affect its volume</p>