

## Basic Geometrica Concepts

Use Cordova Smart Class Software on the smart board in class to make learning enjoyable. [Digital Learning — NEP Guidelines]

Learning Outcomes

After completing this chapter, the students will be able to:

- define point, line, line segment, ray.
- find shapes that can be used for tilings.
- understand shapes around them.
- identify a circle and its parts.
- draw 3-D shapes using nets.
- draw top/front/side view of simple objects.

We are already familiar with shapes around us.

Triangle, rectangle, square, circle are two-dimensional shapes.

Cuboid, cube, cylinder, cone, sphere are three-dimensional shapes. Let us revise.

Use Cordova Smart Class Software on the smart board in class to do all the Exercises



(According to NEP Guidelines (Remembering, Understanding

## 1. Fill in the blanks:

- (a) A square has .... 4. vertices.
- (b) A triangle has ......3..... sides.
- (d) A circle has .... No..... vertices.

## 2. Complete the table given below:

Shape →	Cube	Sphere	Cone	Cylinder	Cuboid
No. of edges	12	0	l l	2	12
No. of vertices	8	0	1	0	8
No. of plane faces	6	0	1	2	6
No. of curved faces	0	1	1	1	0

