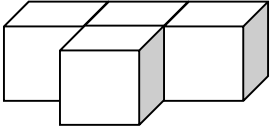
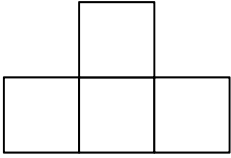
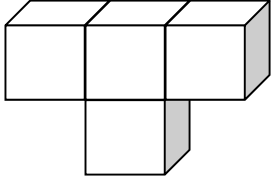

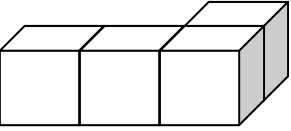
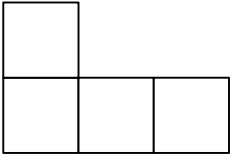
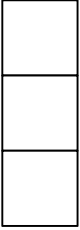
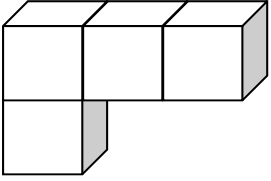
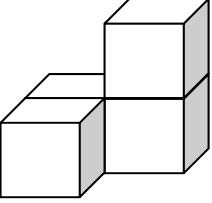
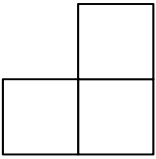
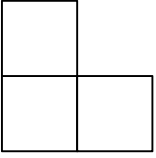
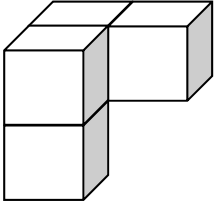
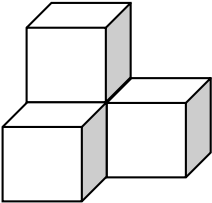
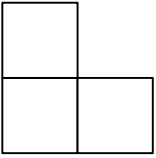
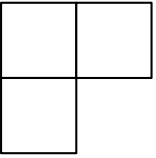
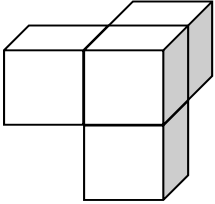
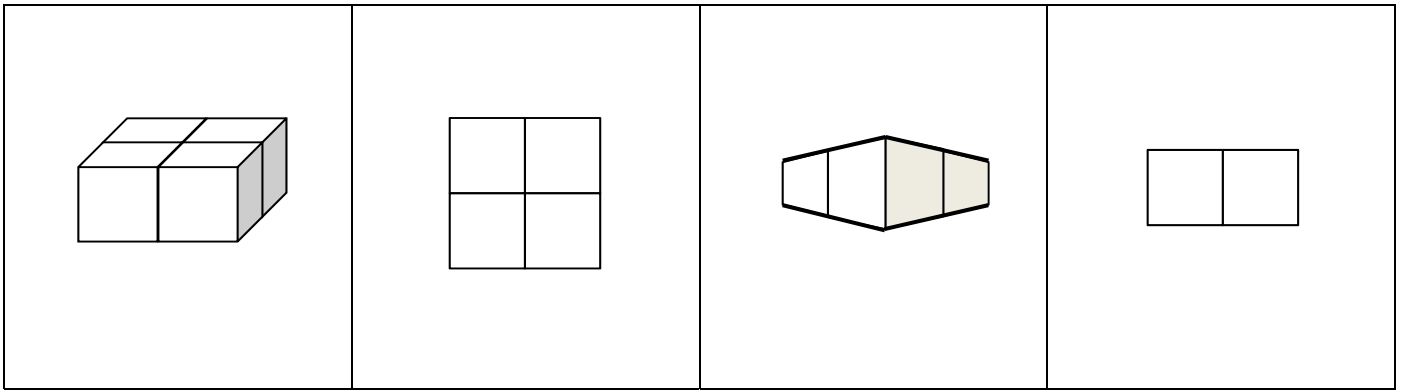


Matching 2D and 3D representations

The following page contains images of 3D objects viewed from different orientations, arranged onto cards. Each object has 4 cards (two 3D views and two 2D views) and is made of four cubes. Give the images to students and have them match the representations. Thanks to Peter Sullivan from AAMT for the idea and a great workshop at the 2011 AAMT-MERGA conference!



The objects below have five cubes, but are fun to mix up with those that have 4 cubes.

