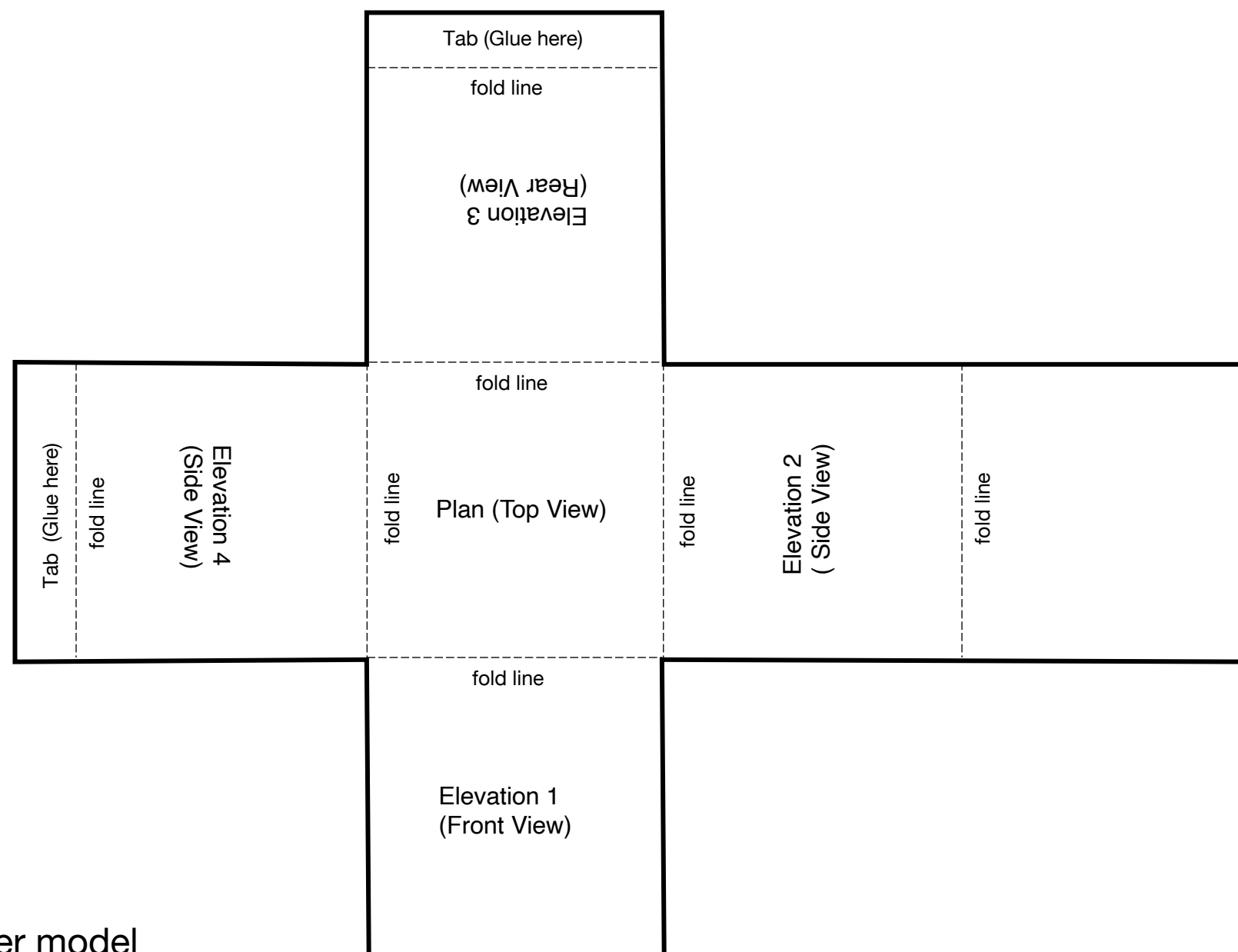
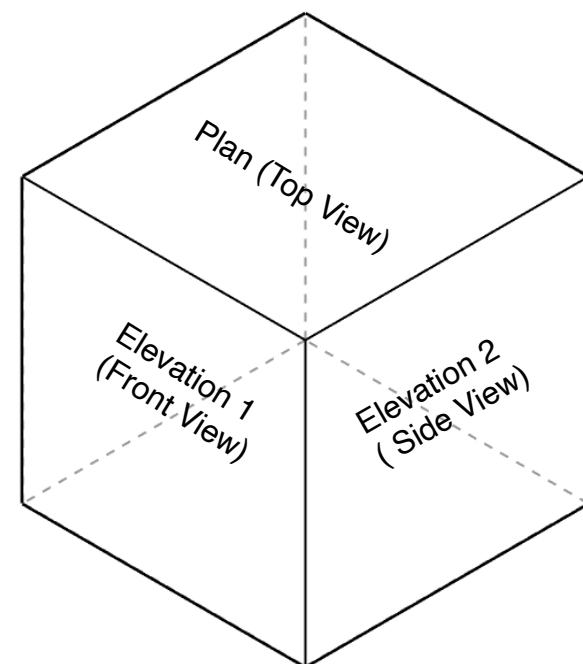
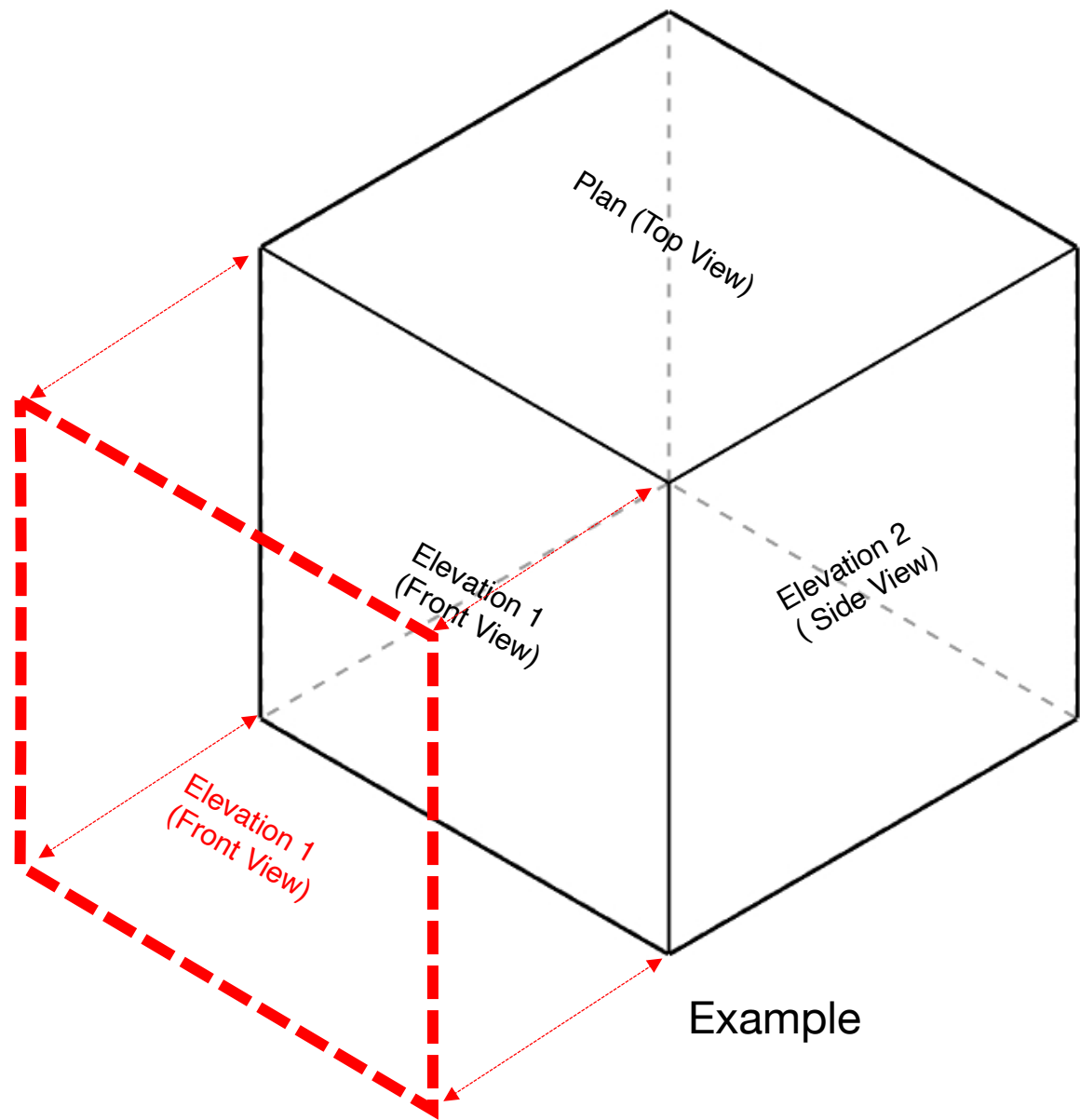
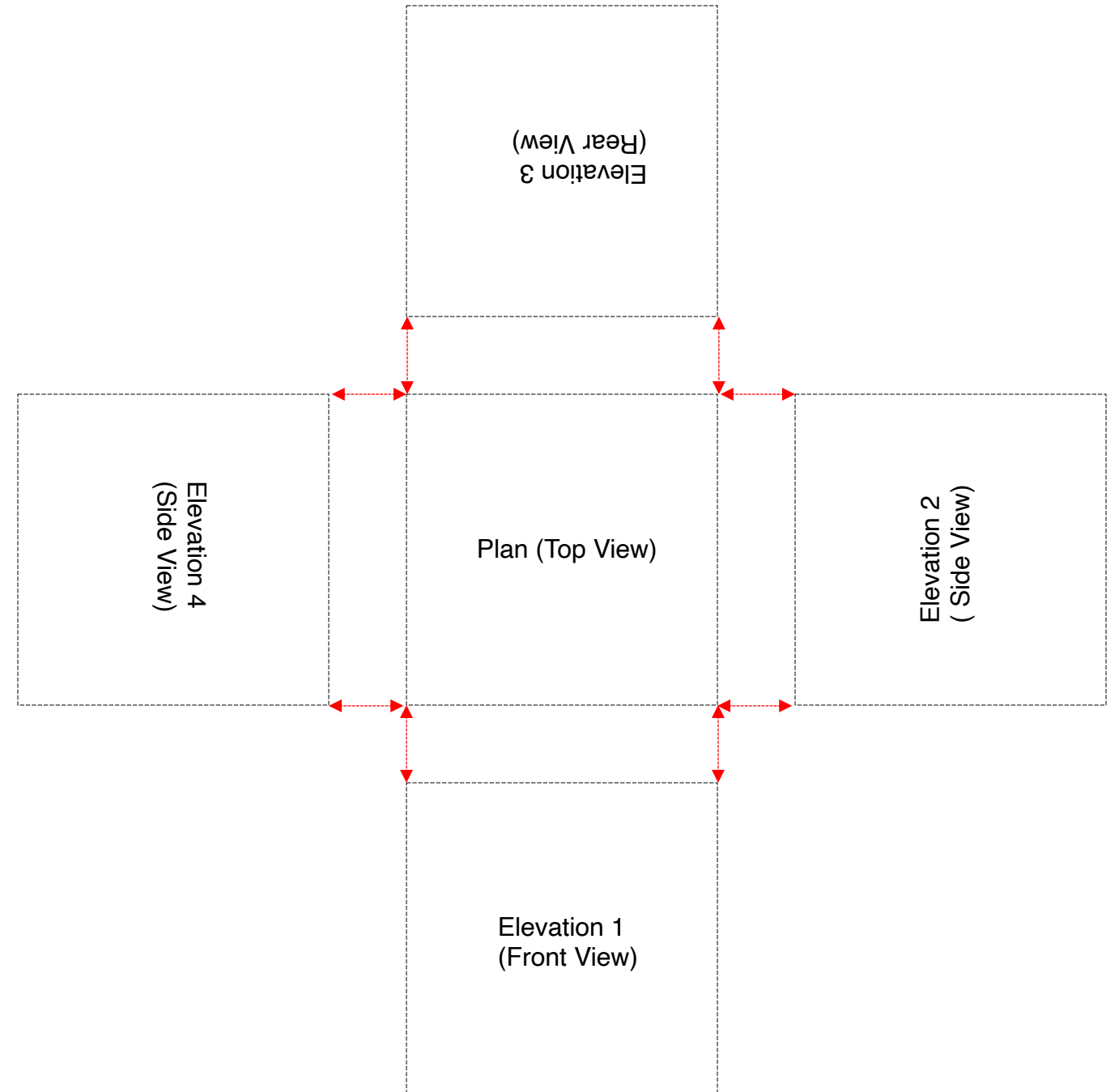


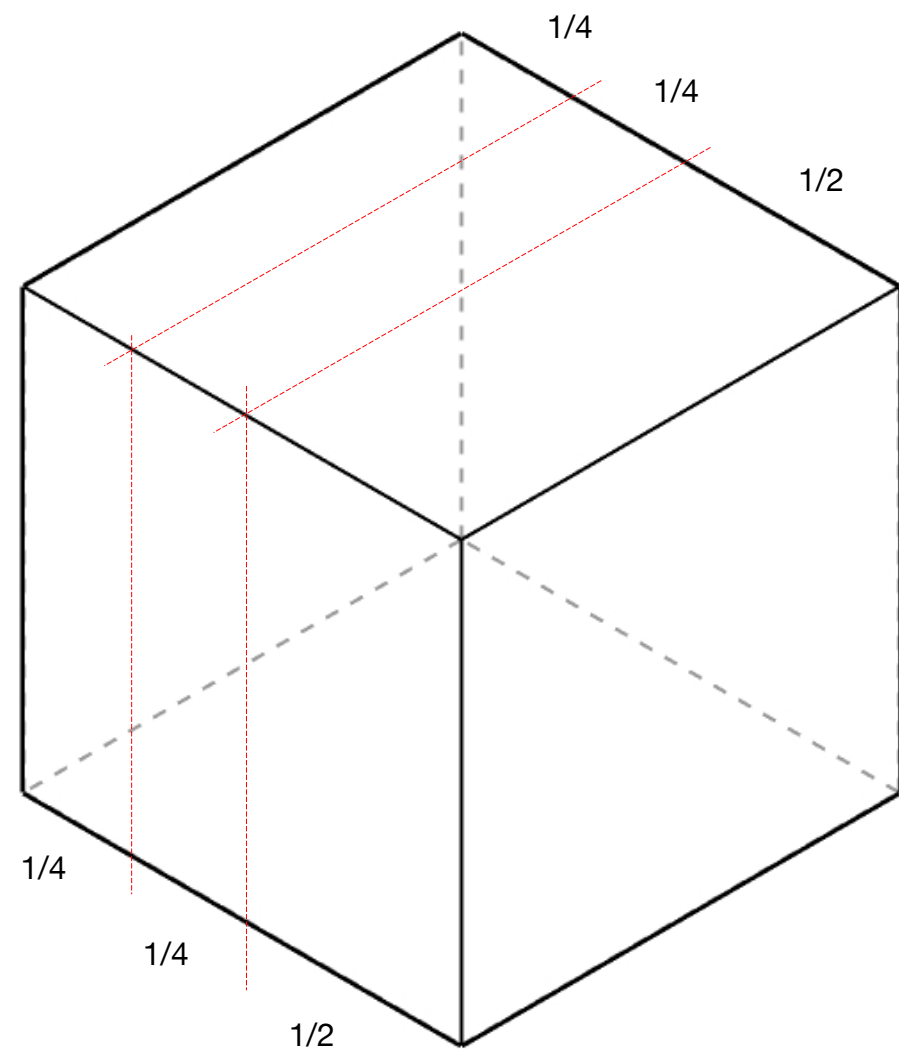


Template for a “cube” paper model



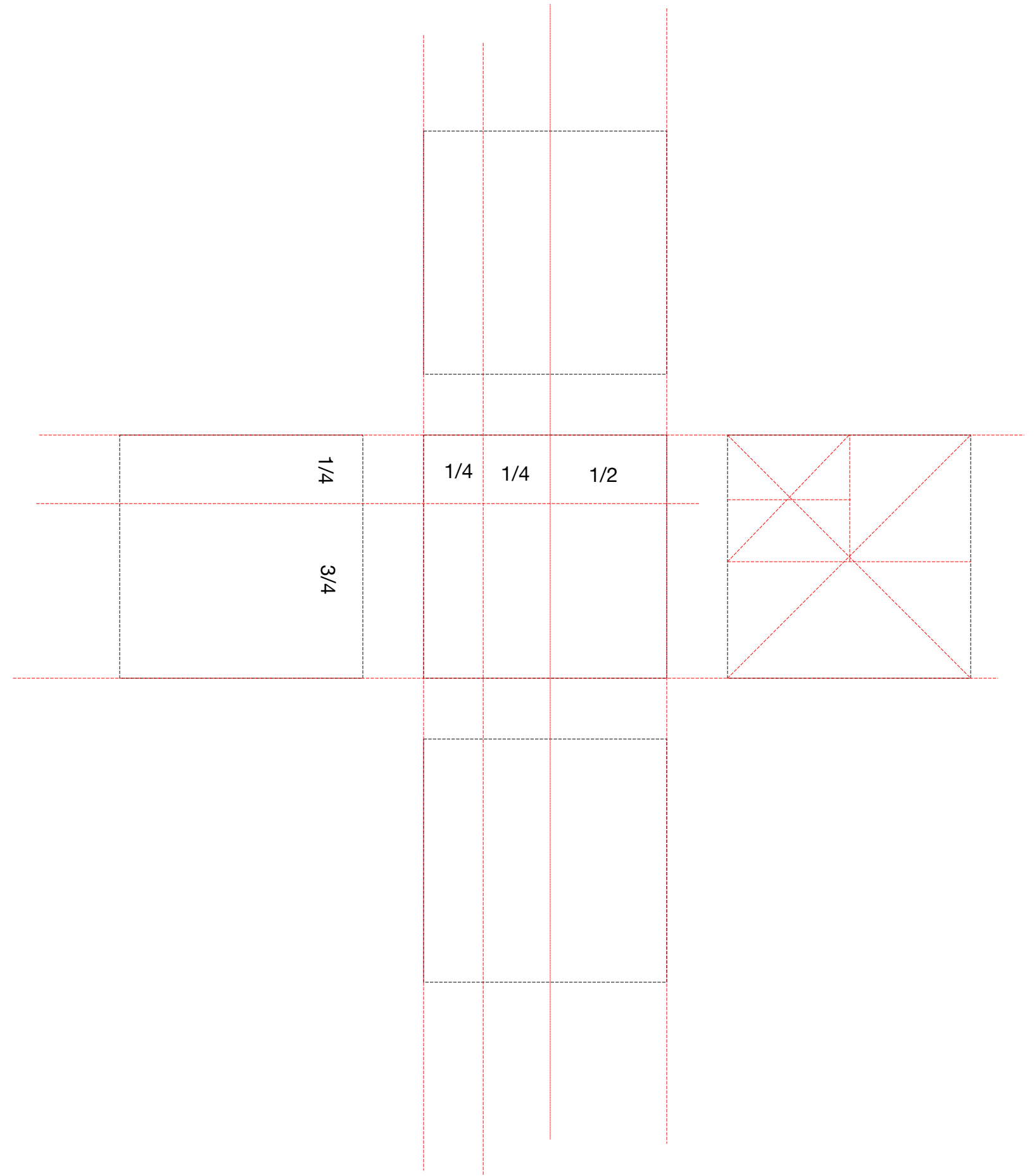
Worksheet Template

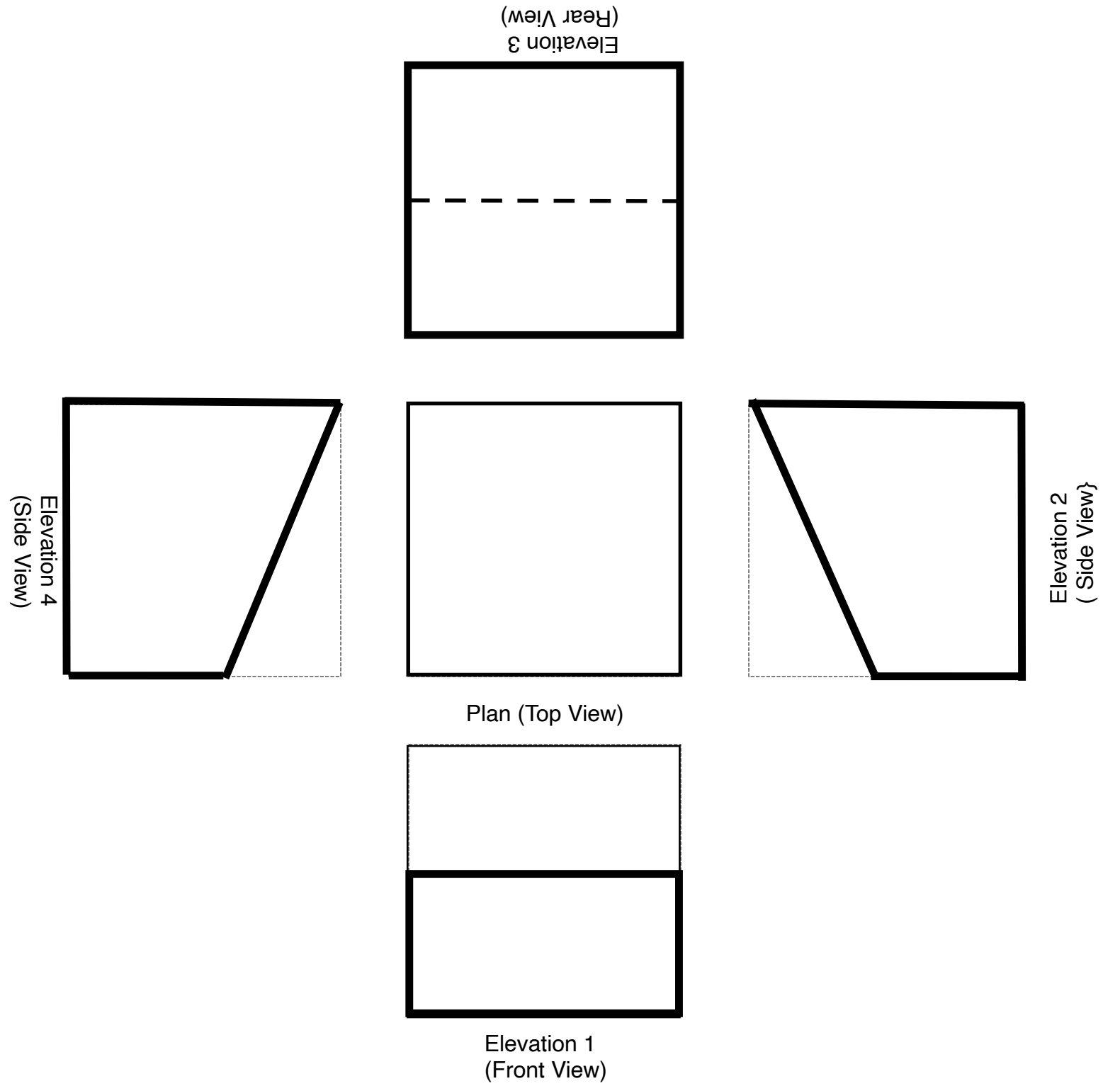
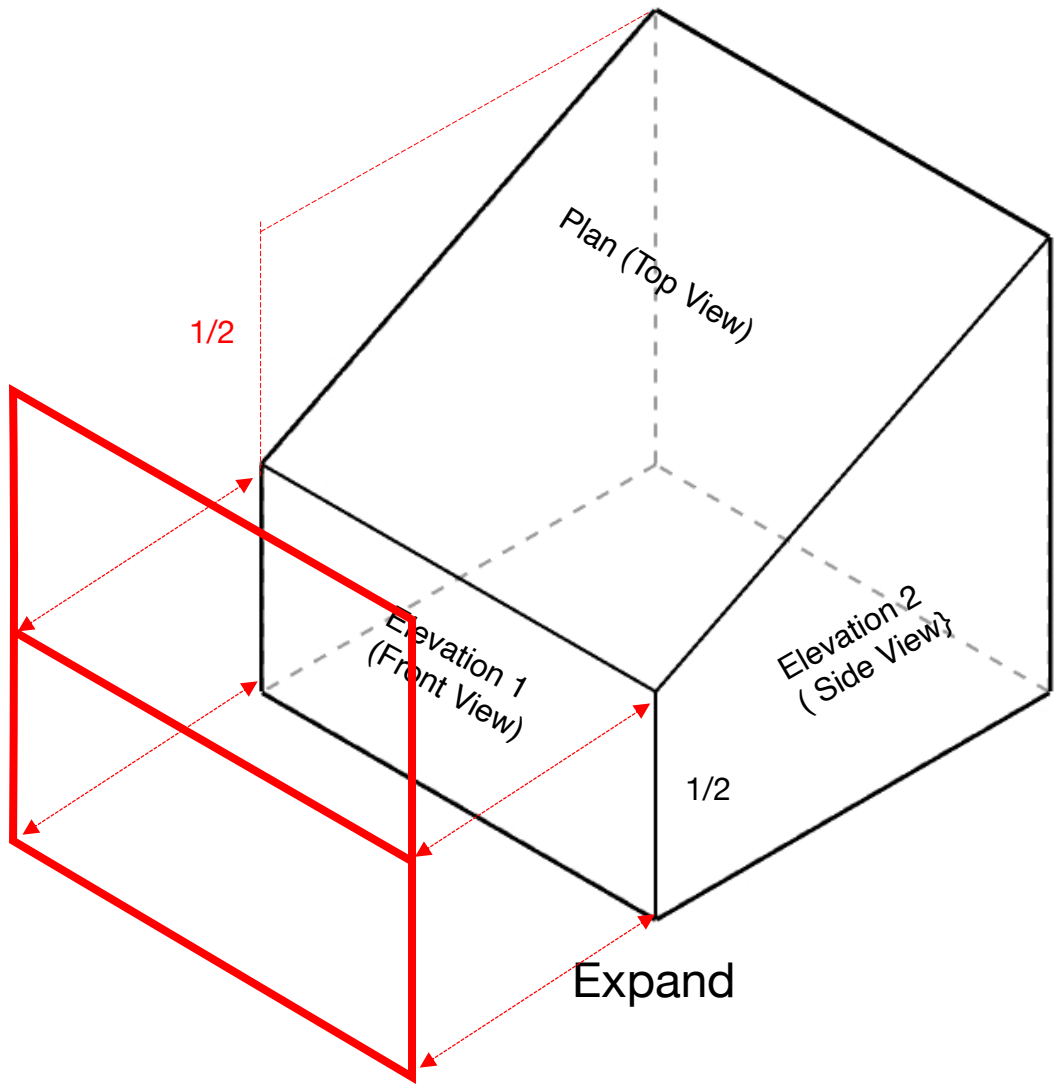


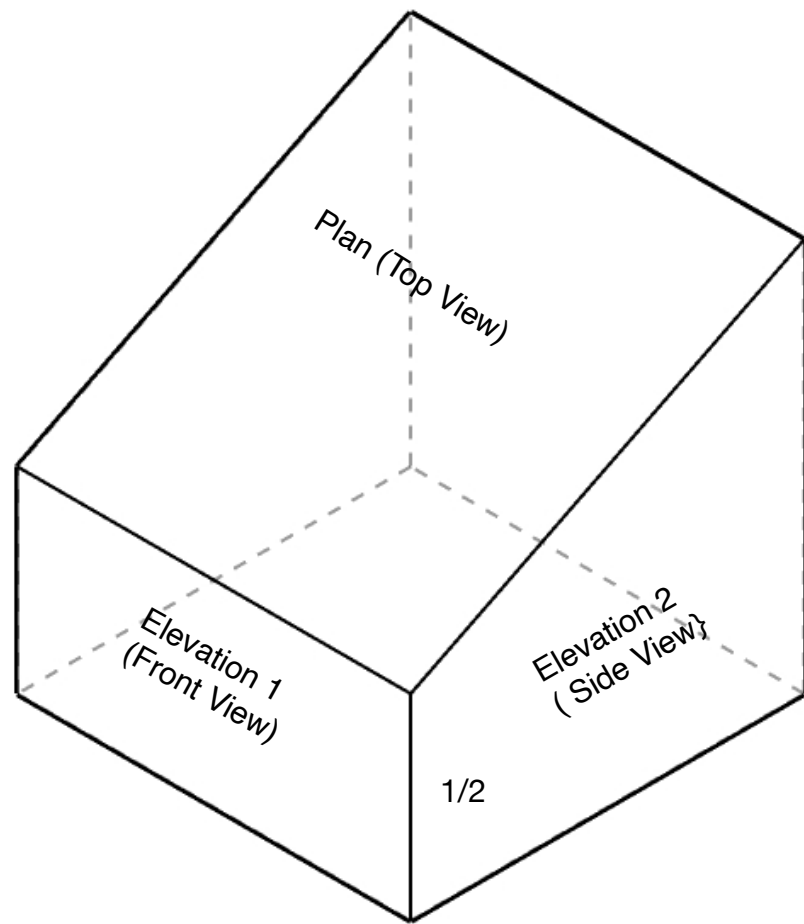


Example

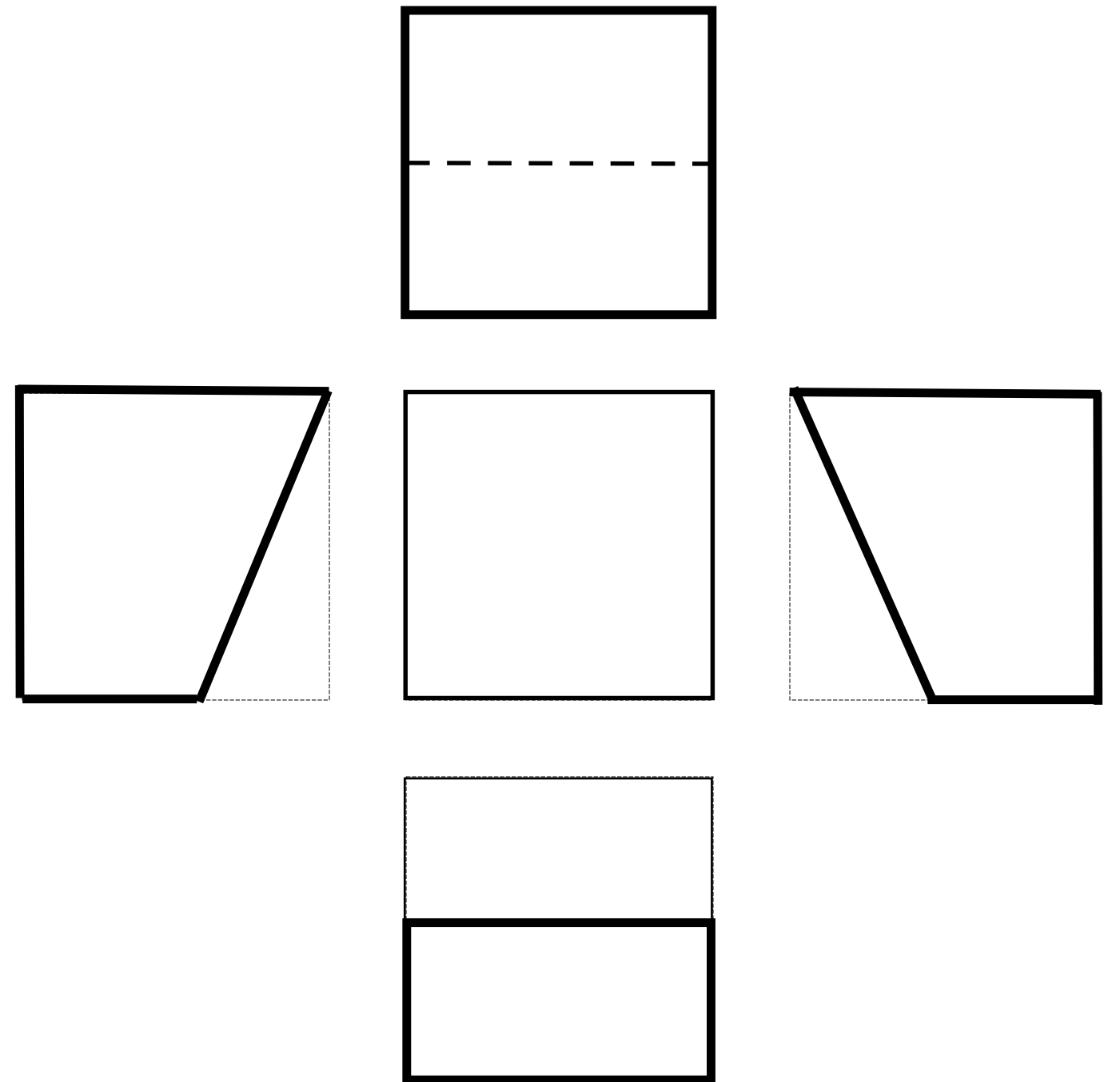
Objects are represented proportionally -
Think of modules - $\frac{1}{4}$, $\frac{1}{2}$ & $\frac{3}{4}$

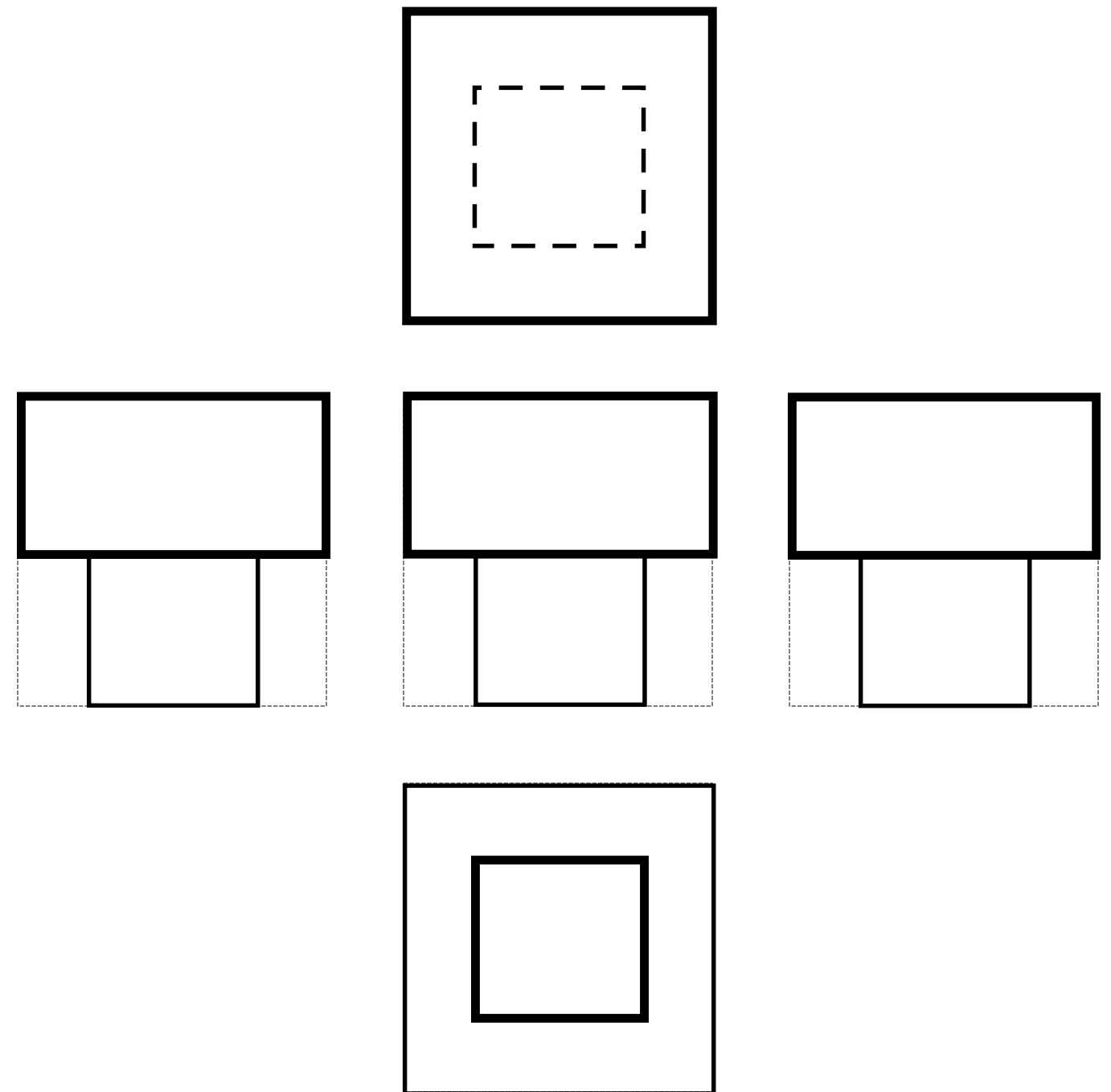
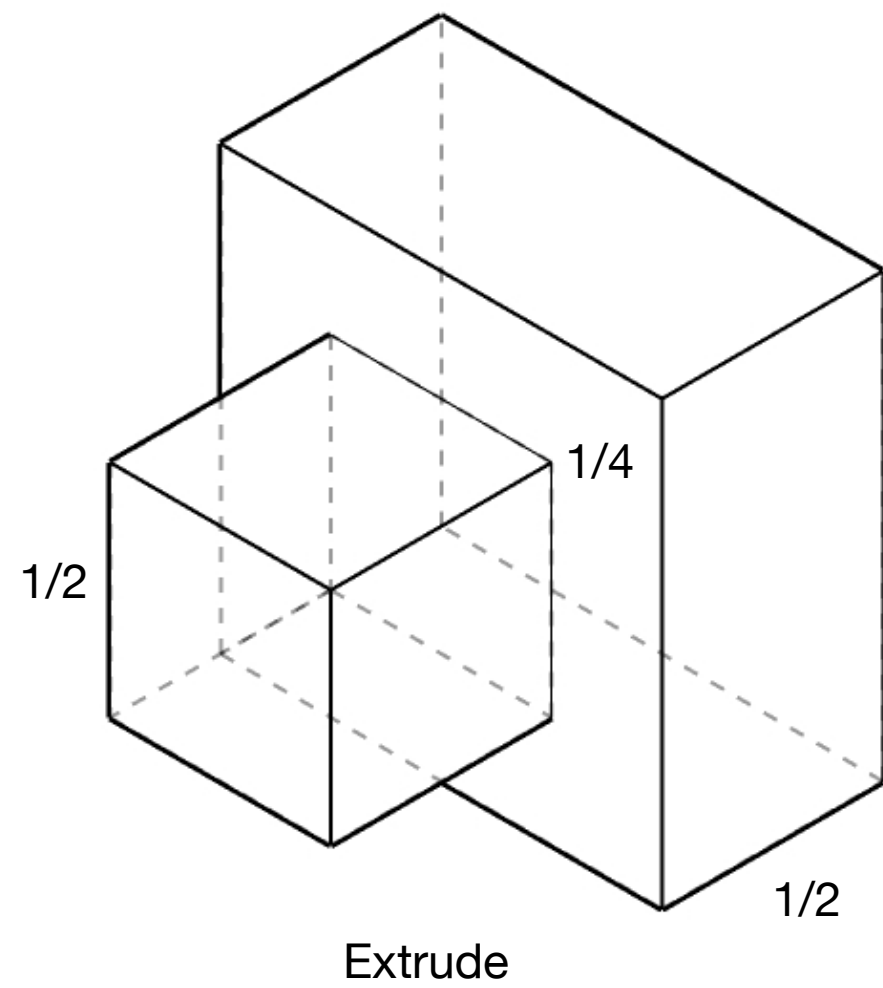


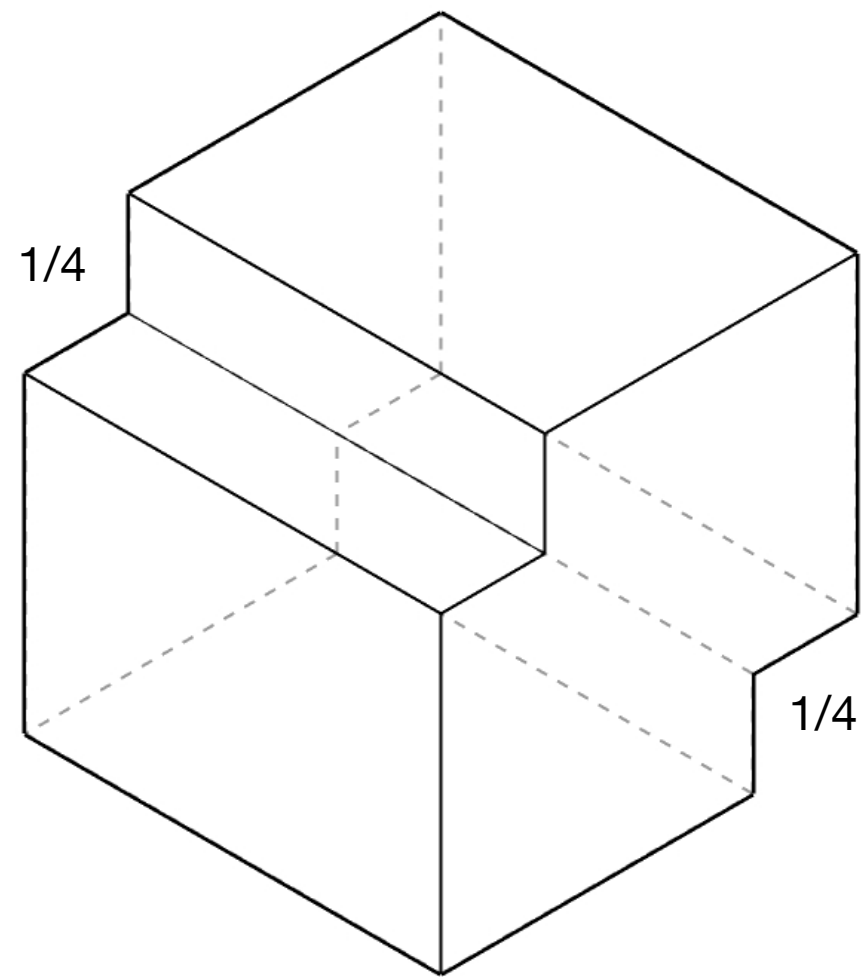




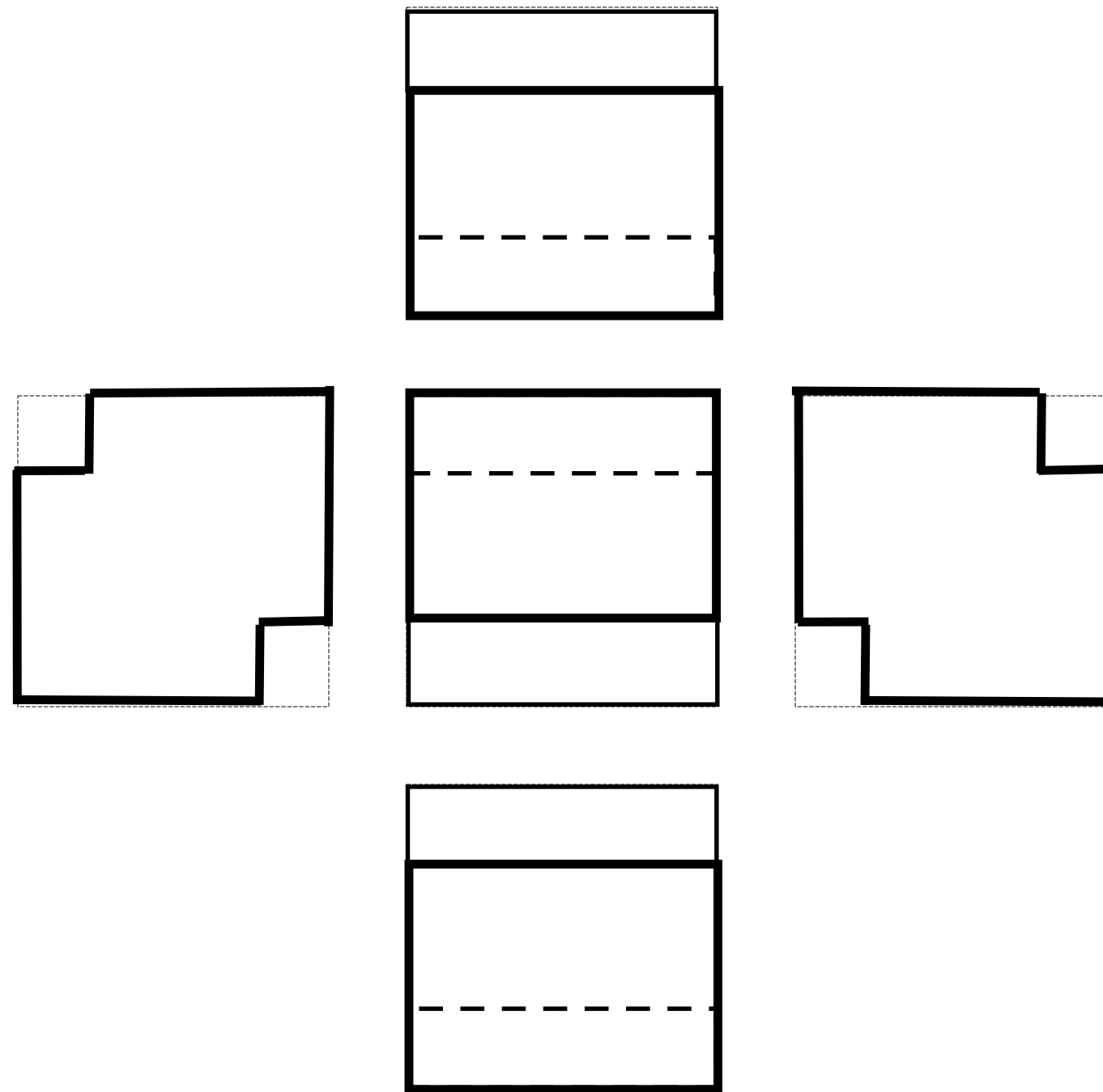
Expand

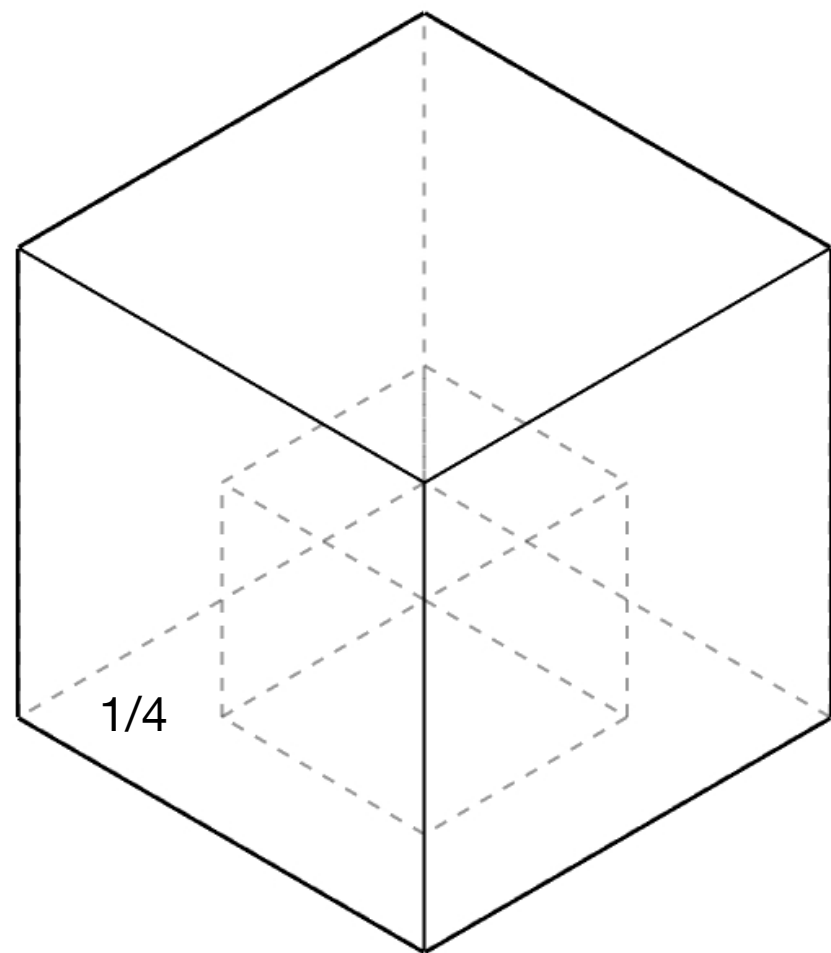






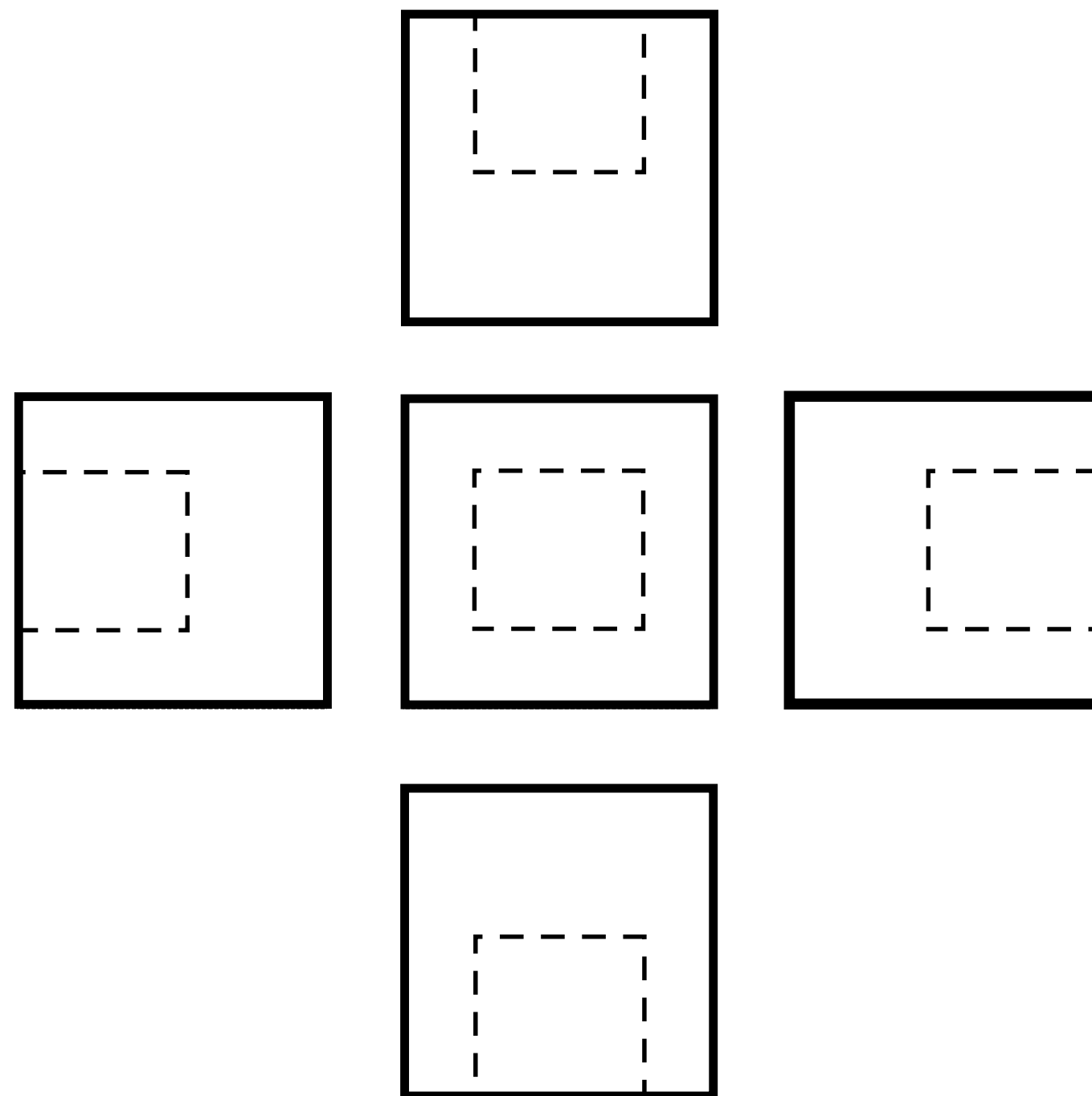
Merge

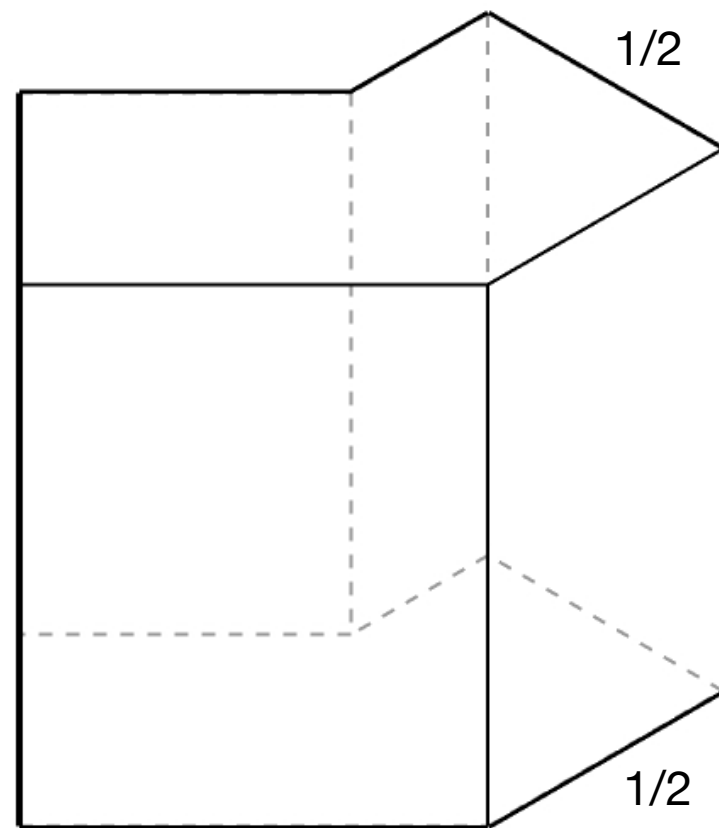




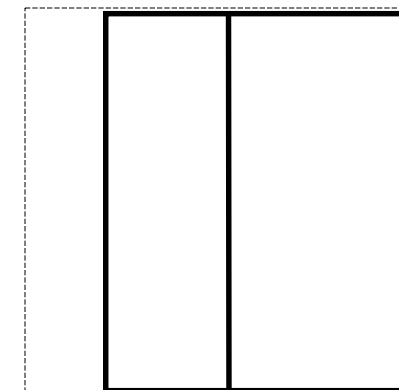
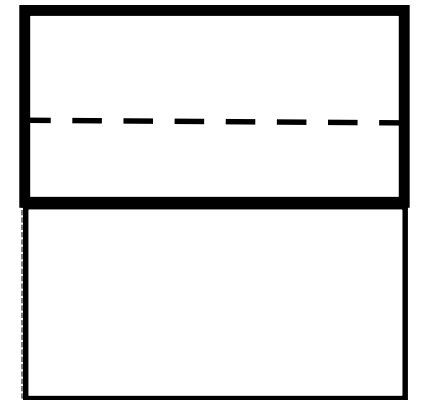
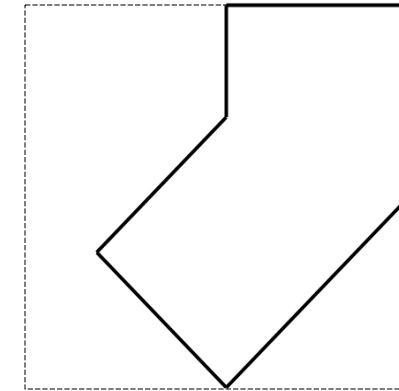
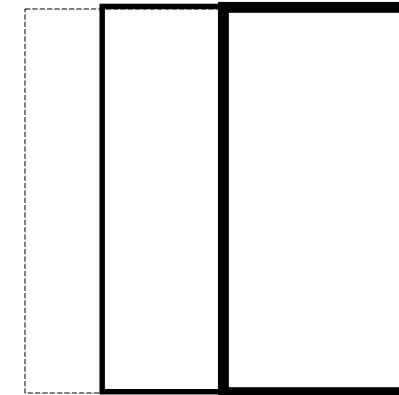
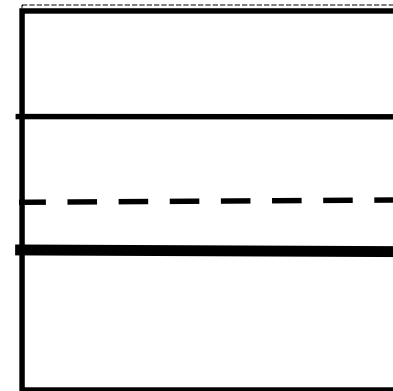
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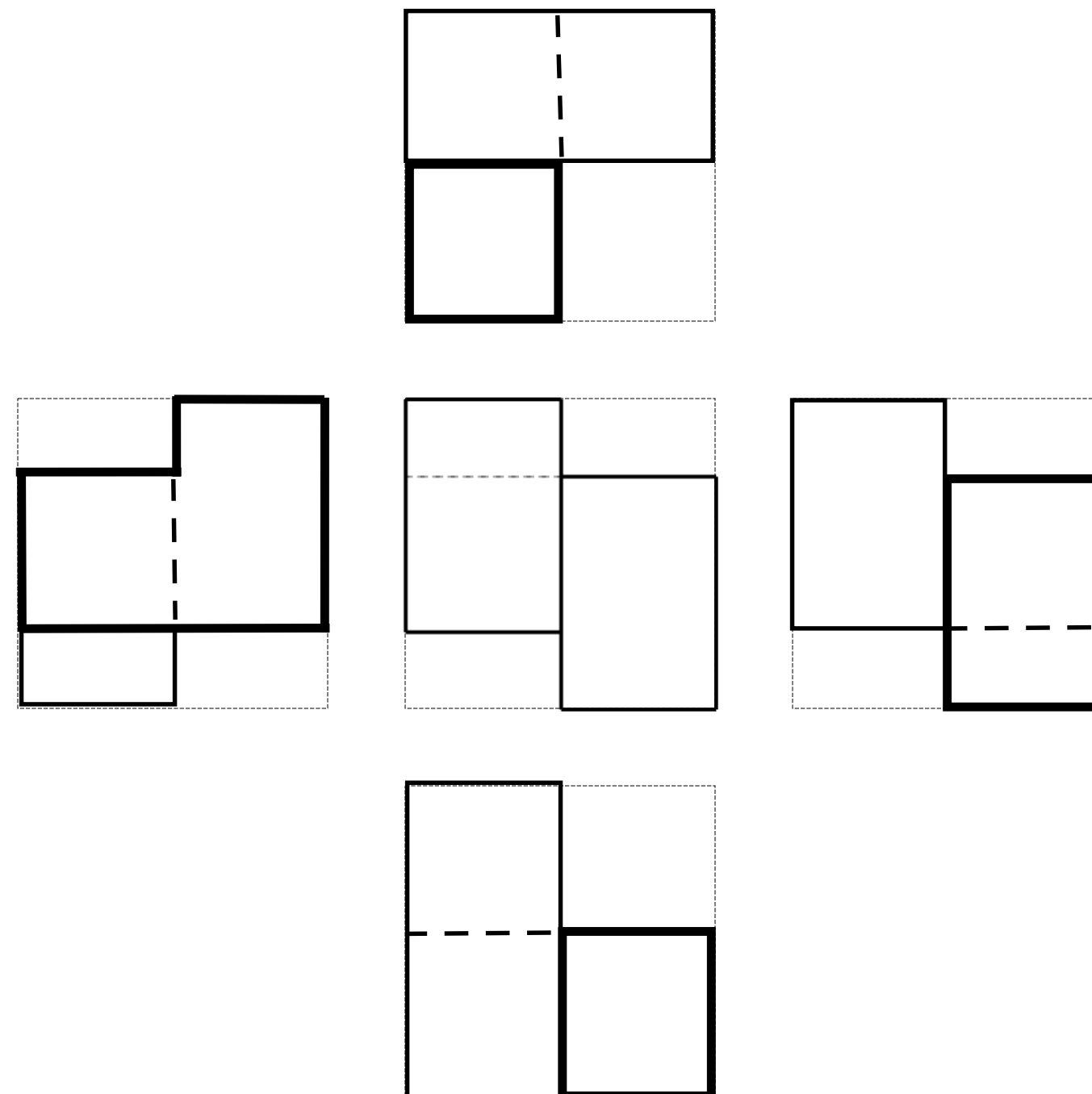
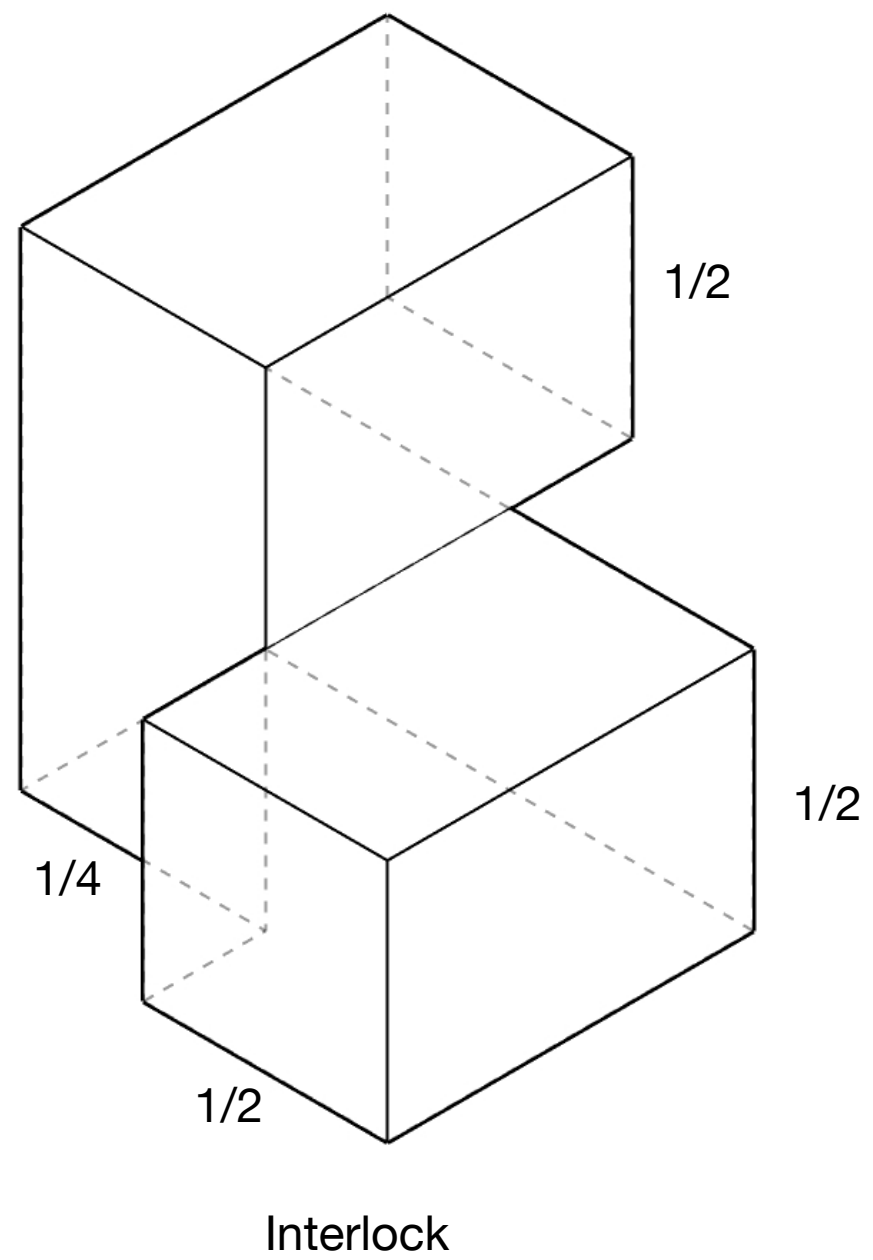
Nest

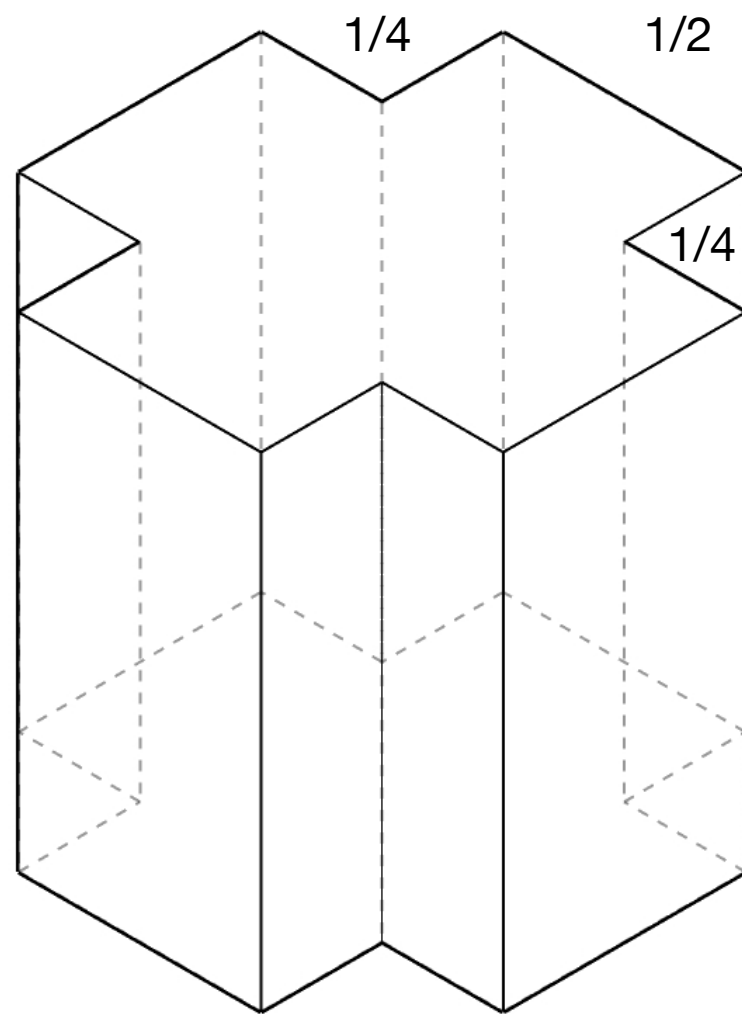




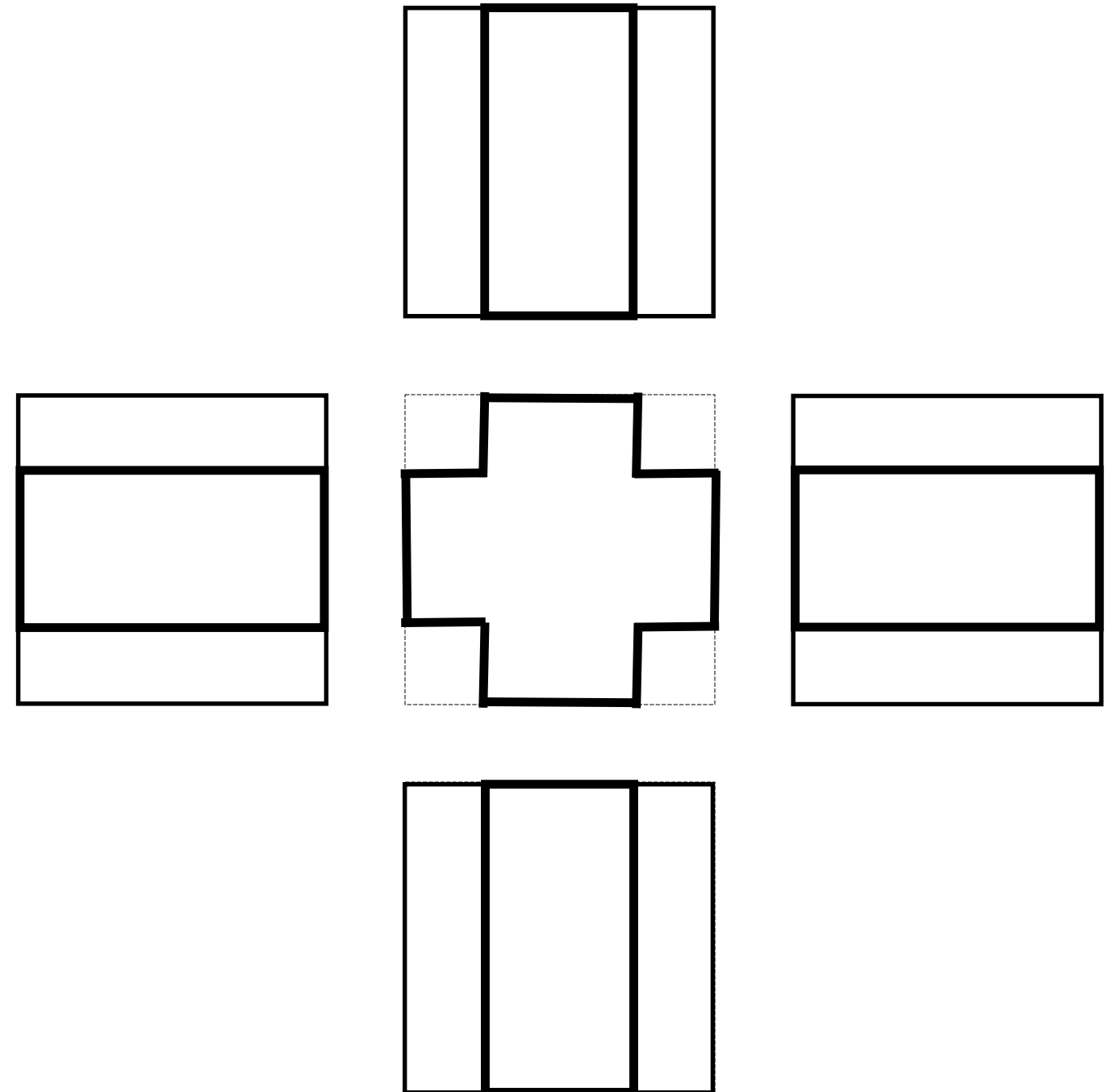
Bend

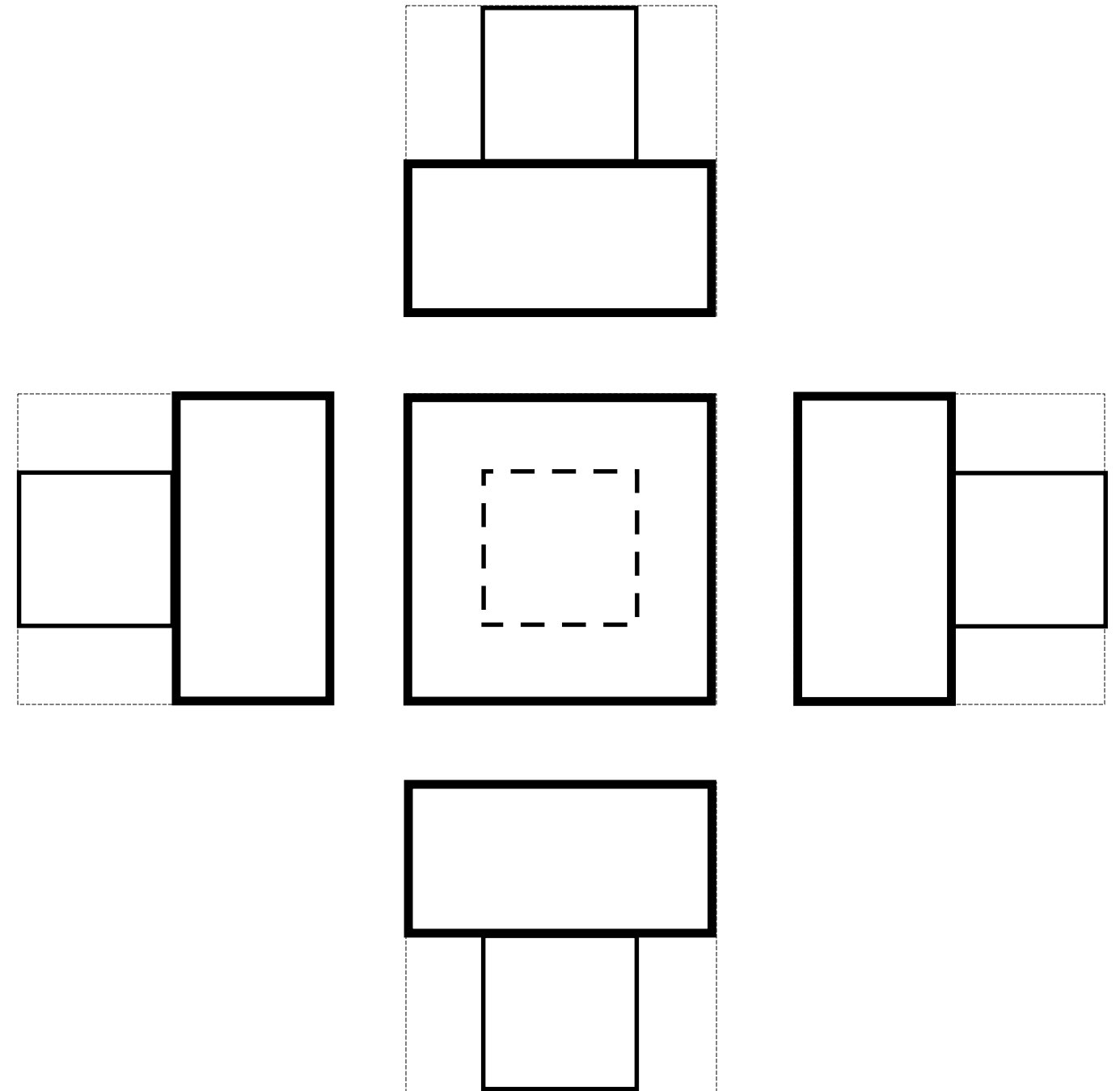
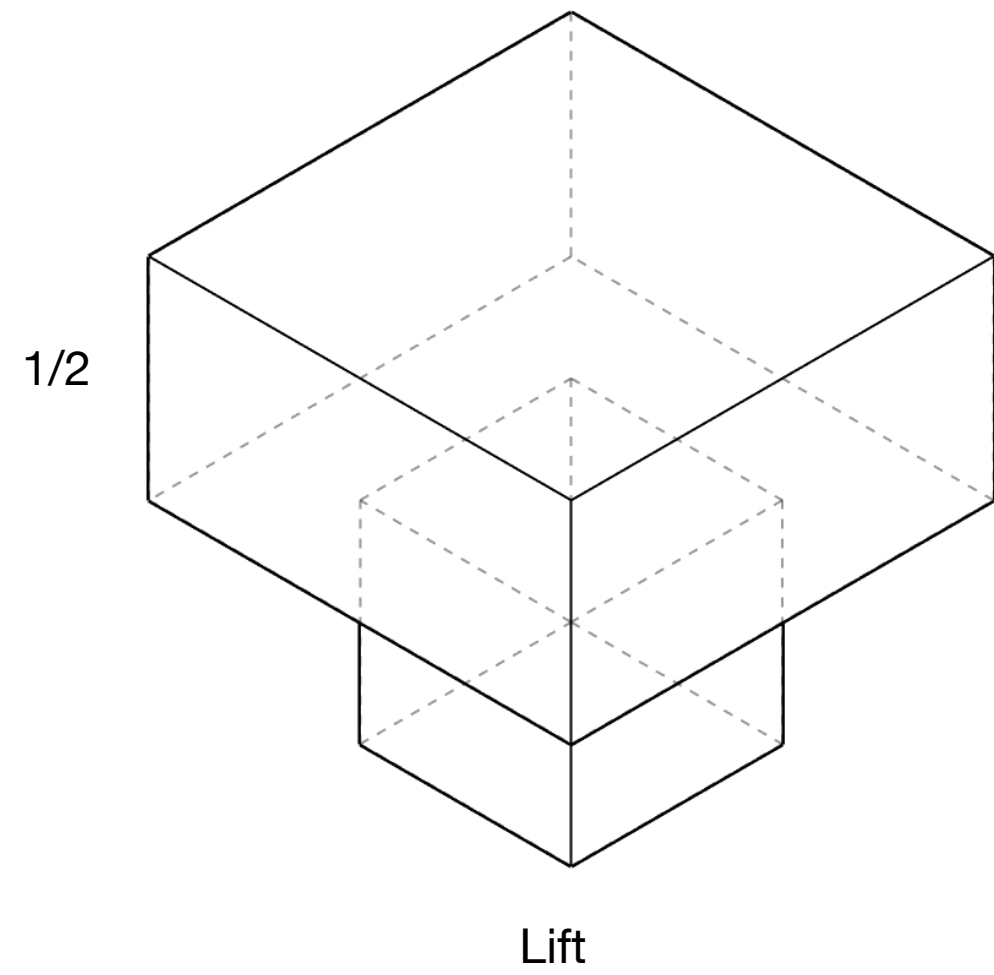


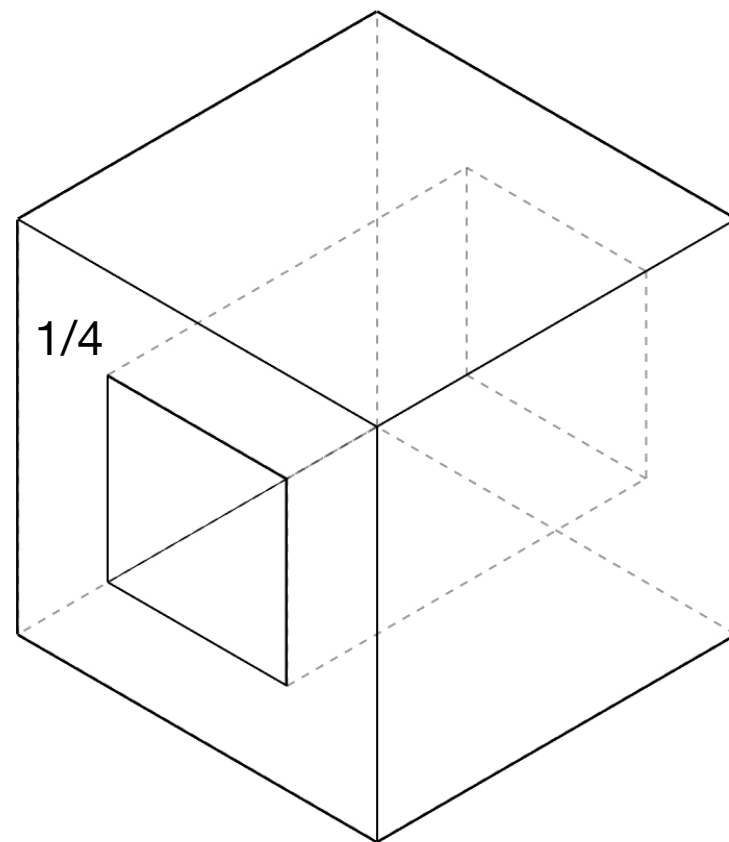




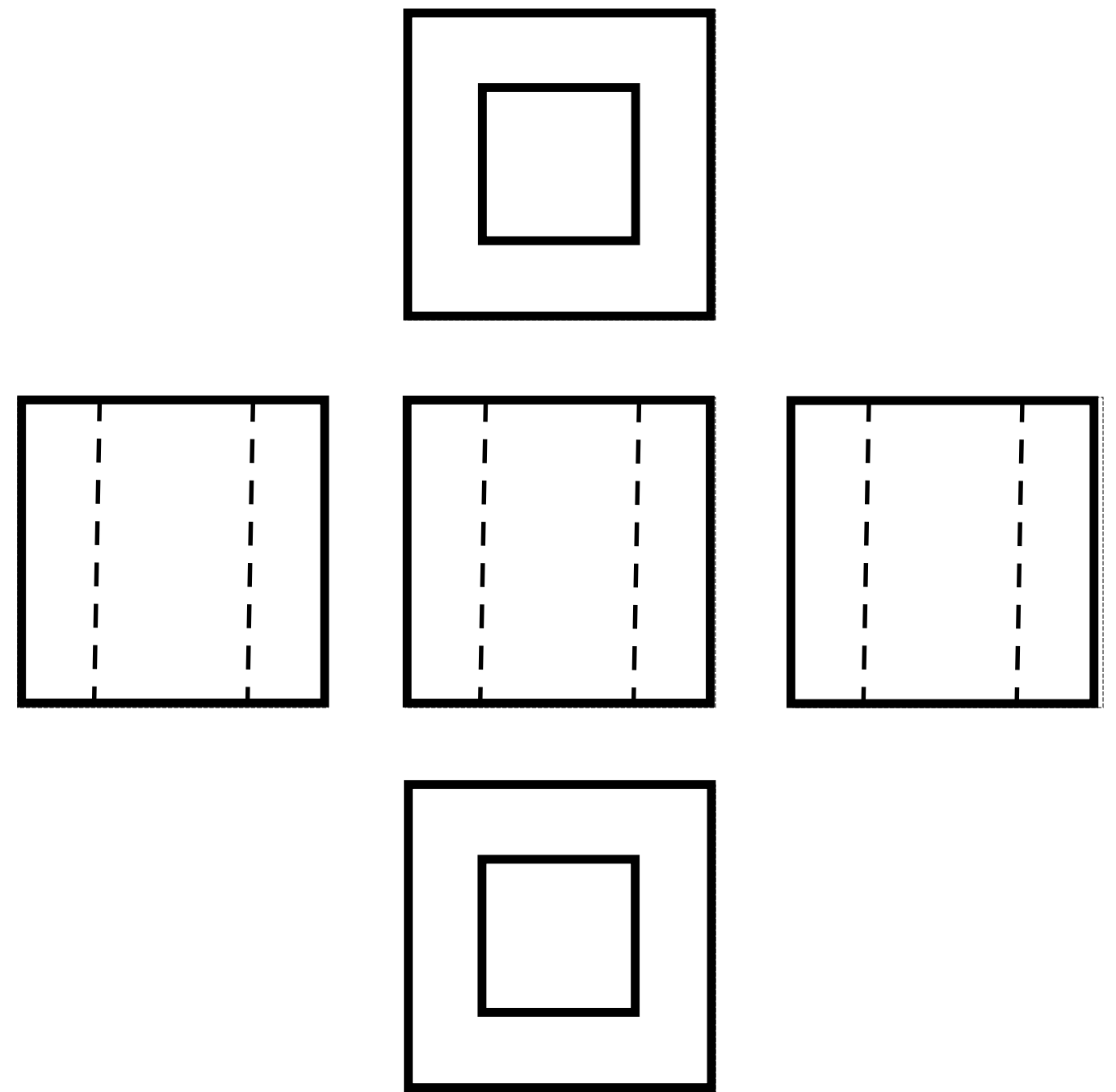
Intersect

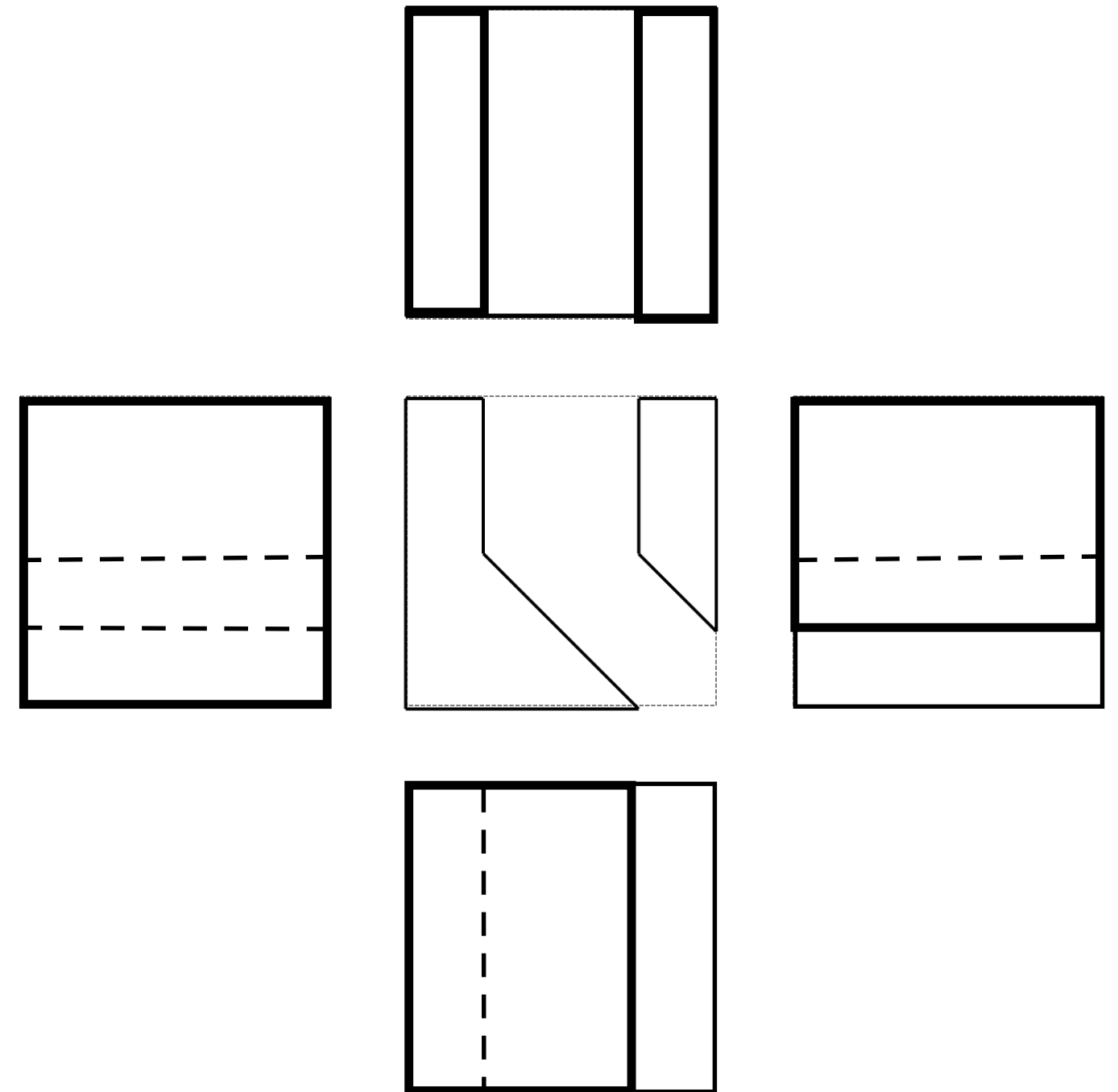
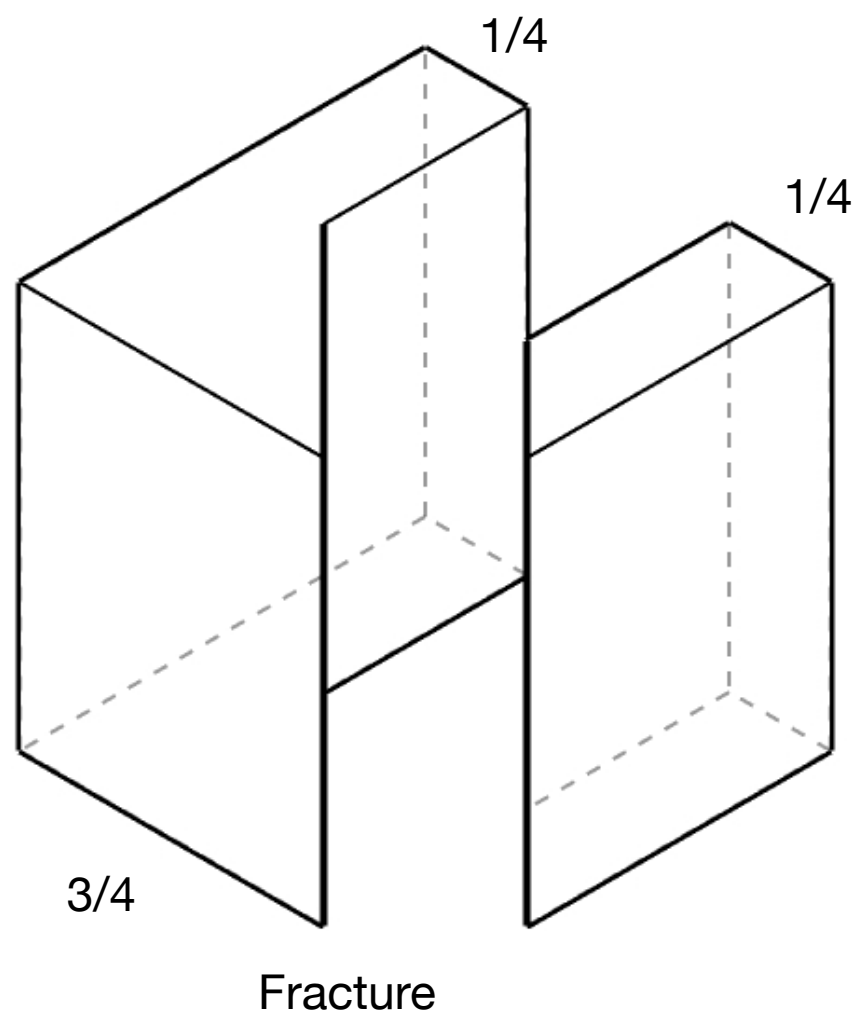


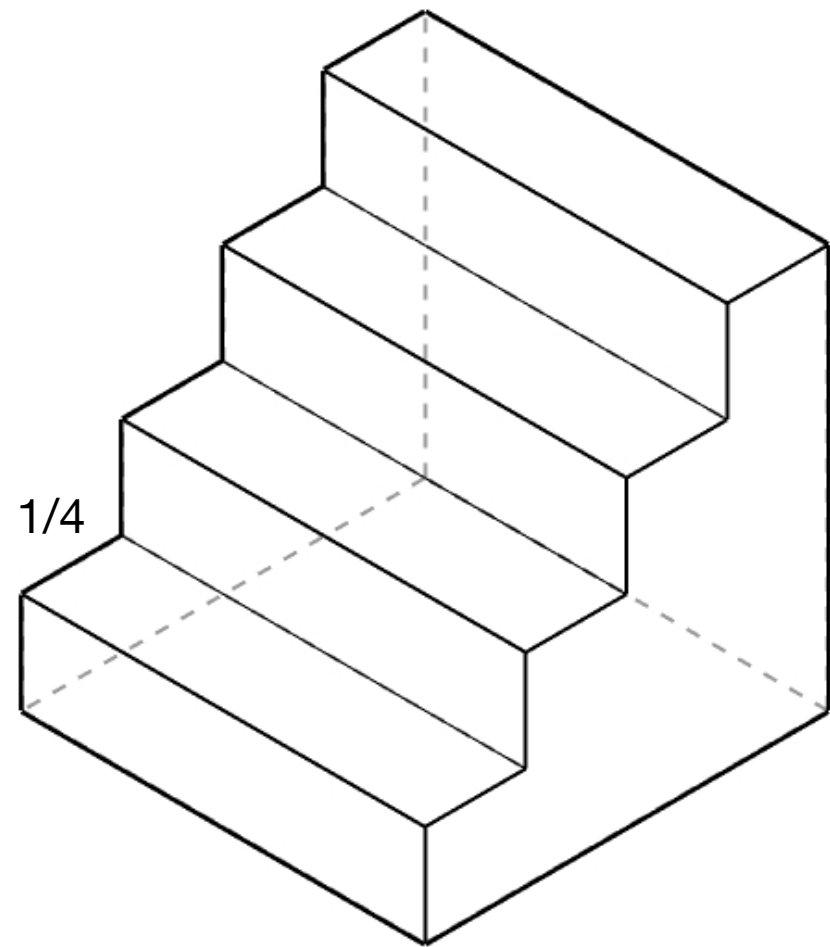




Carve

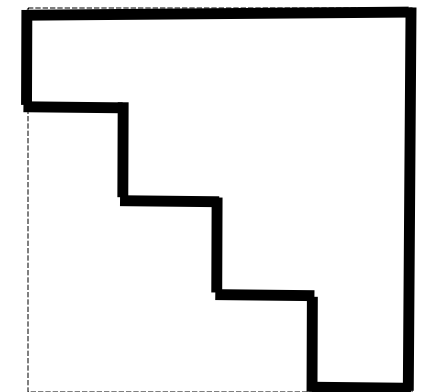
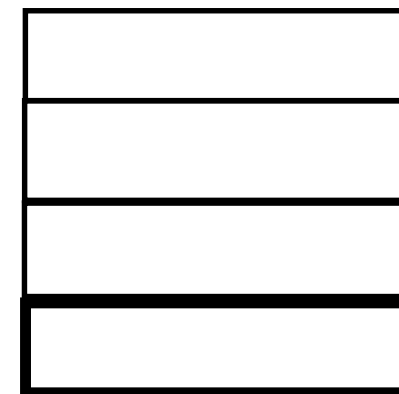
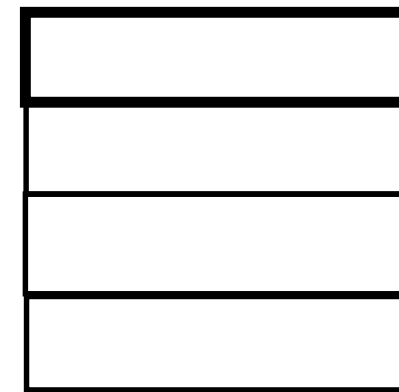
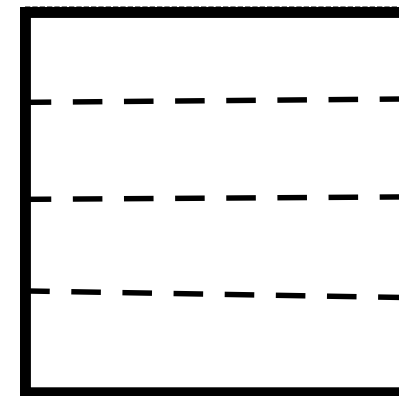
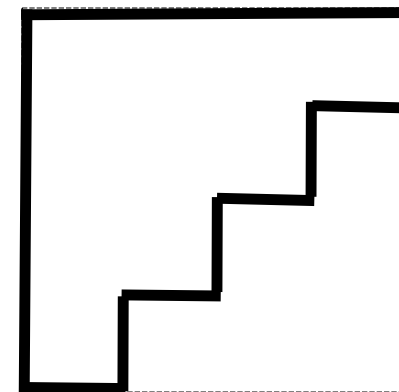


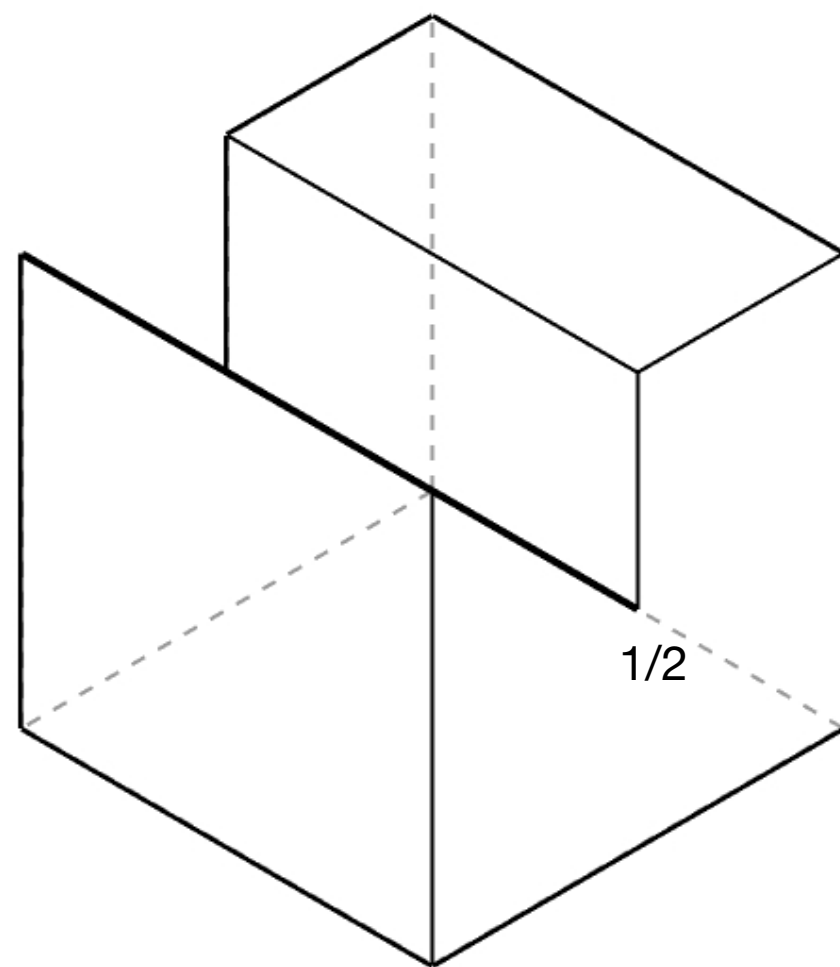




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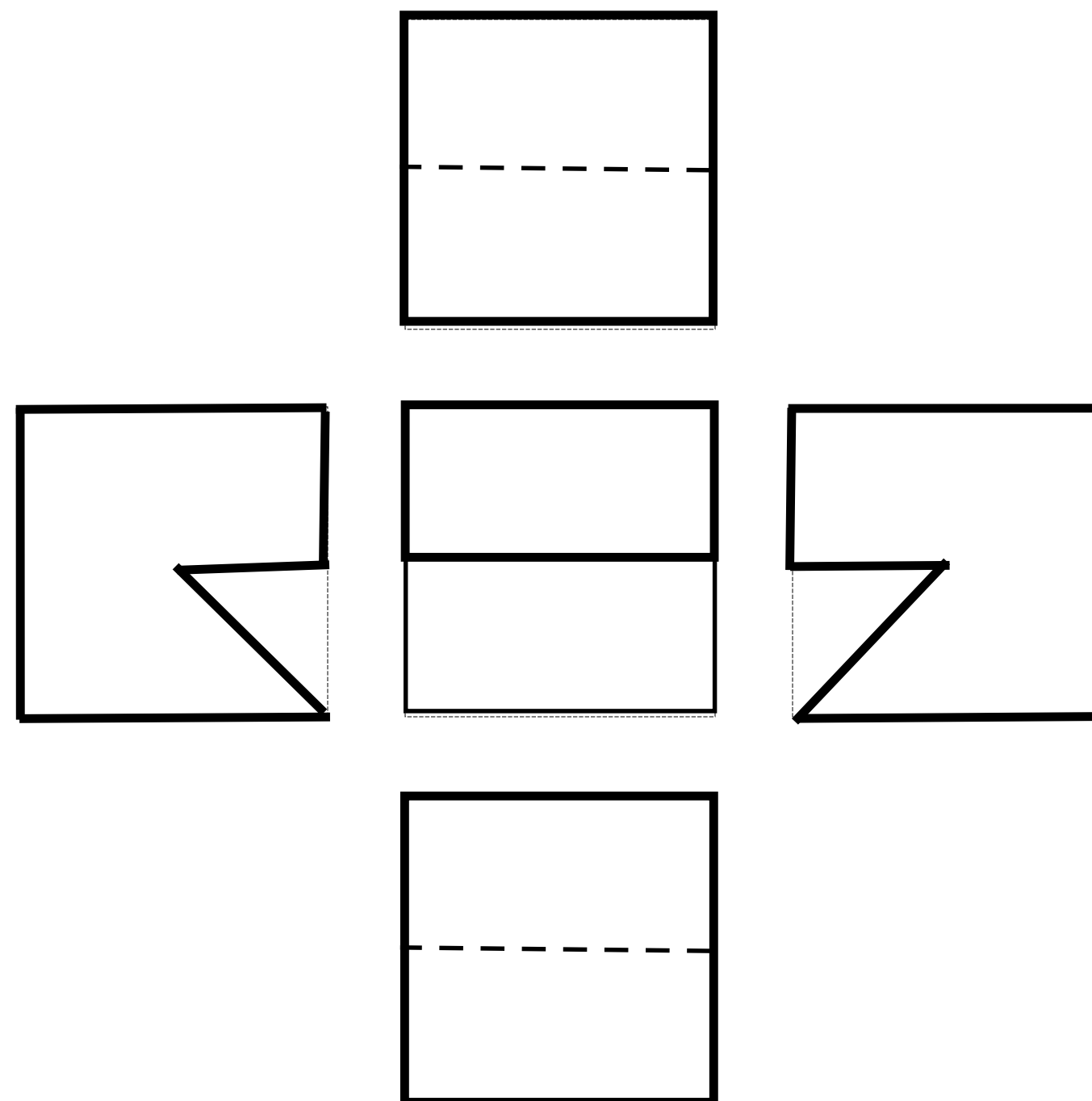
Grade

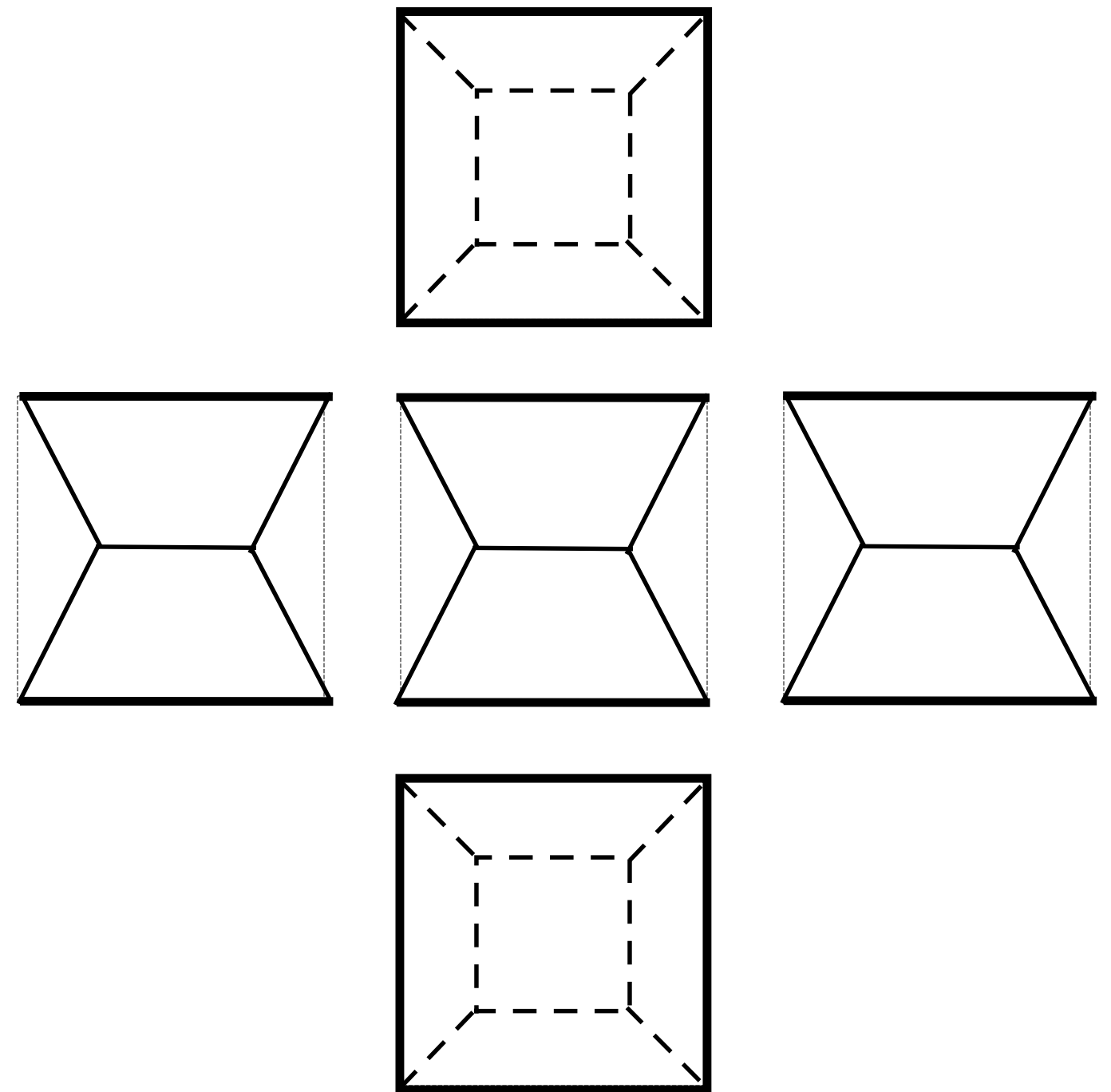
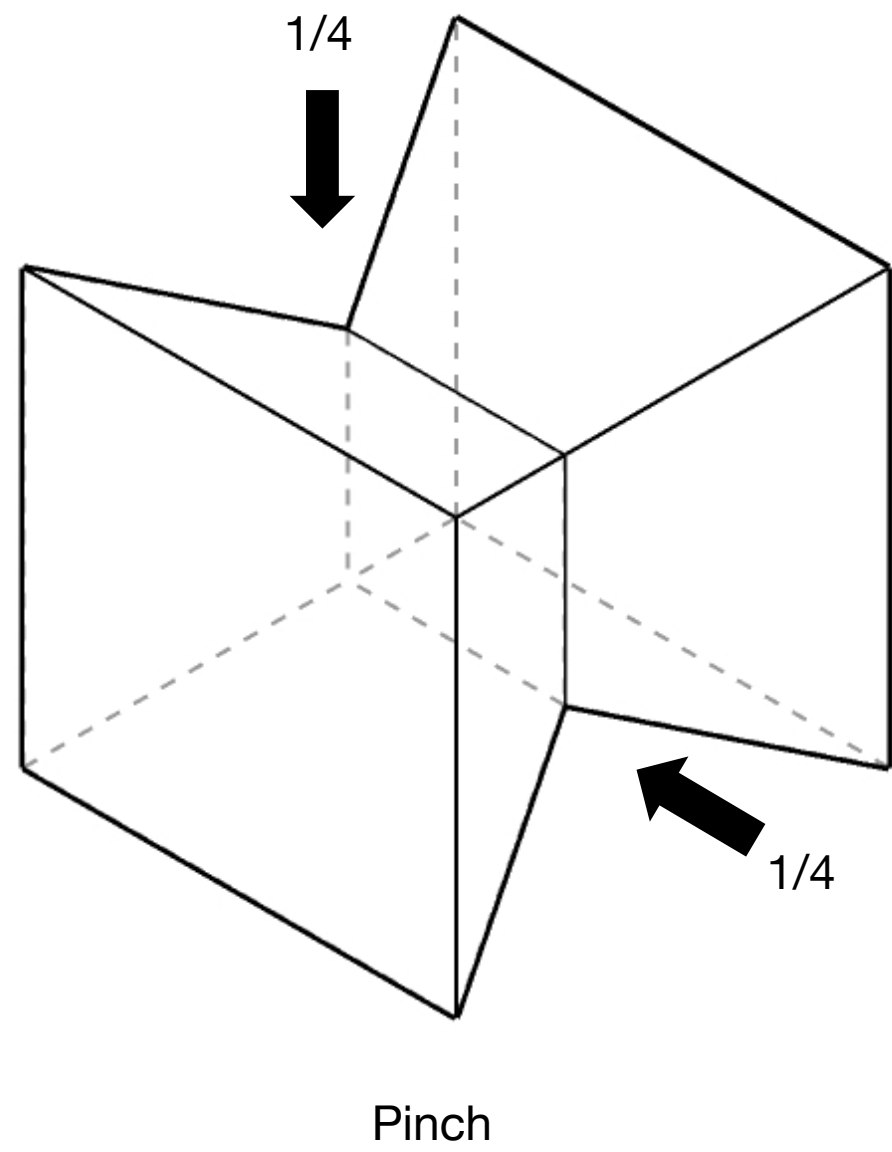


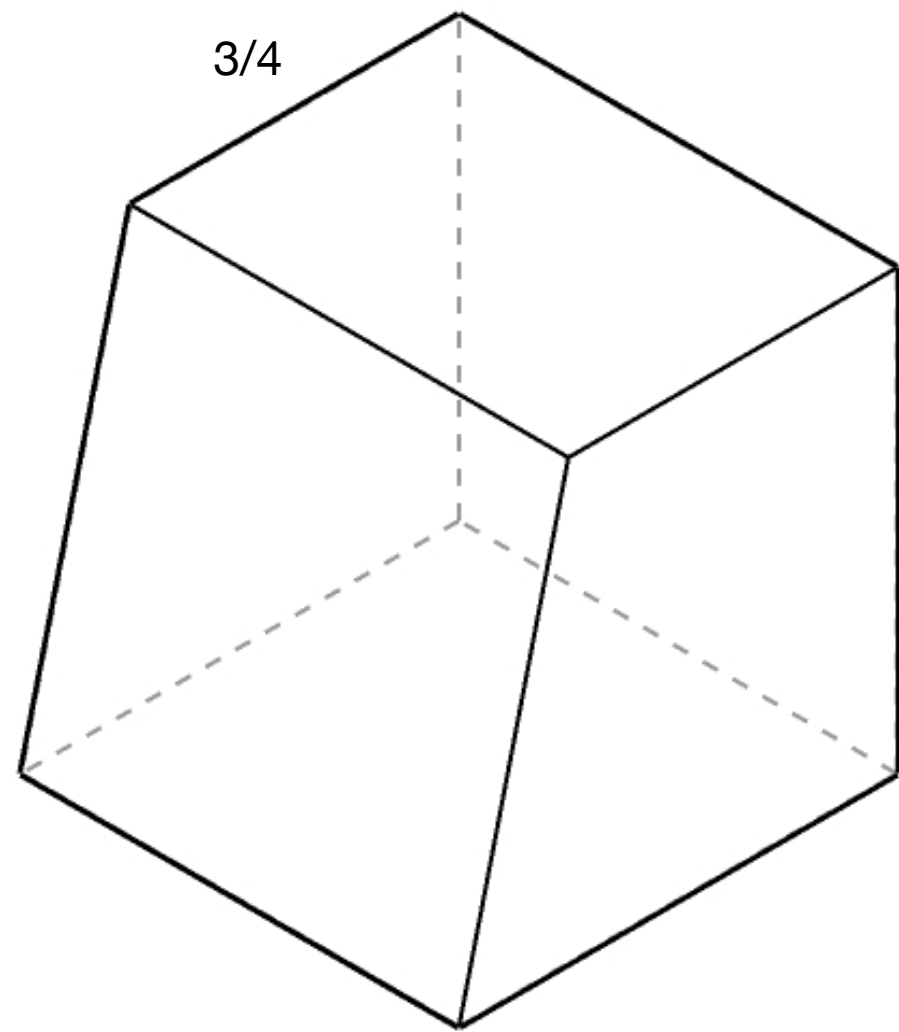


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Notch

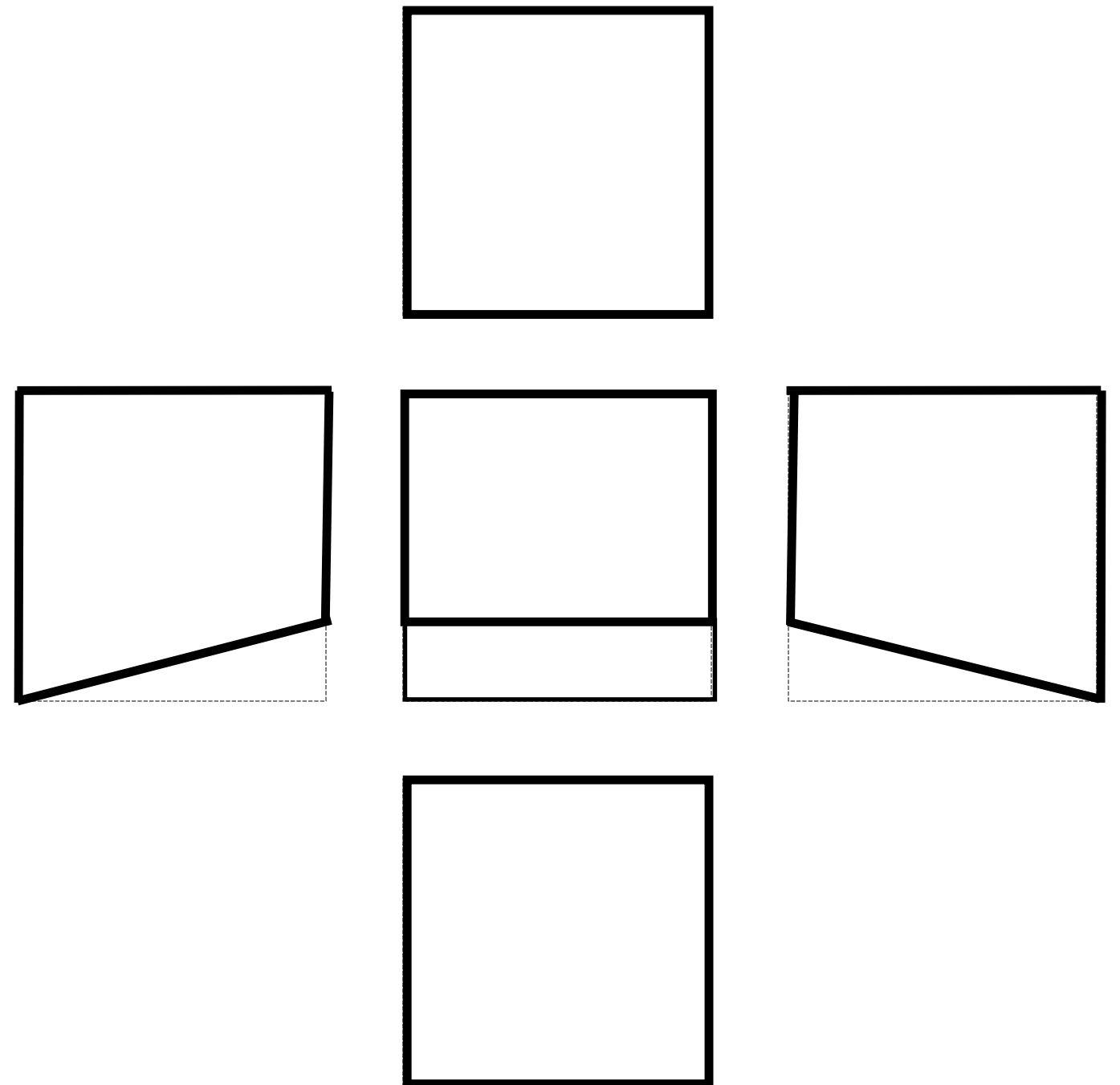


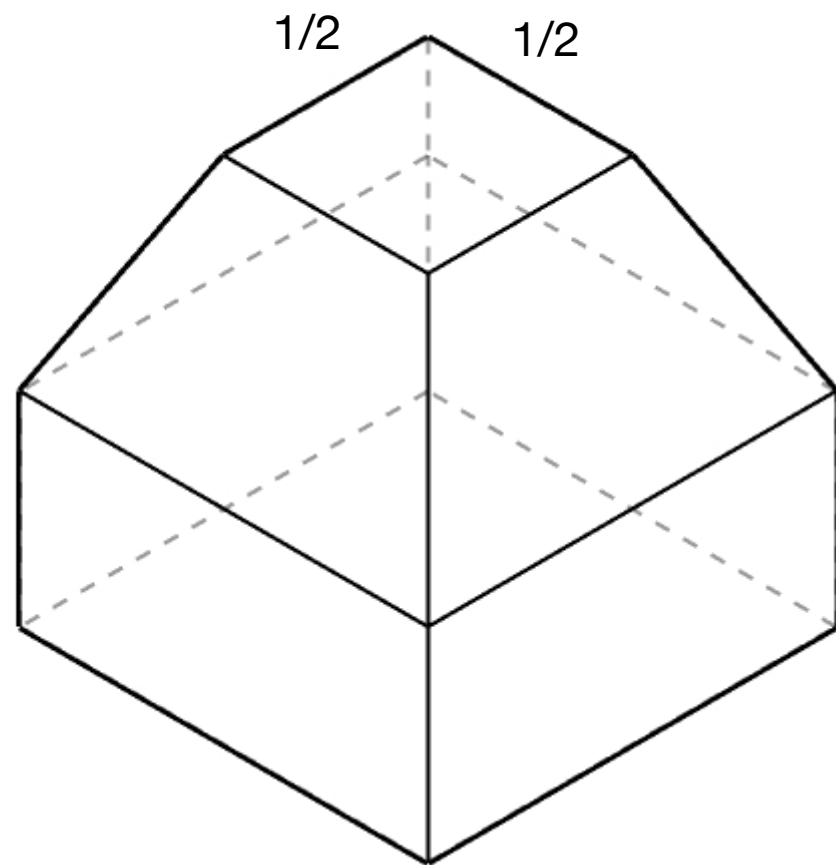




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Shear





Taper

