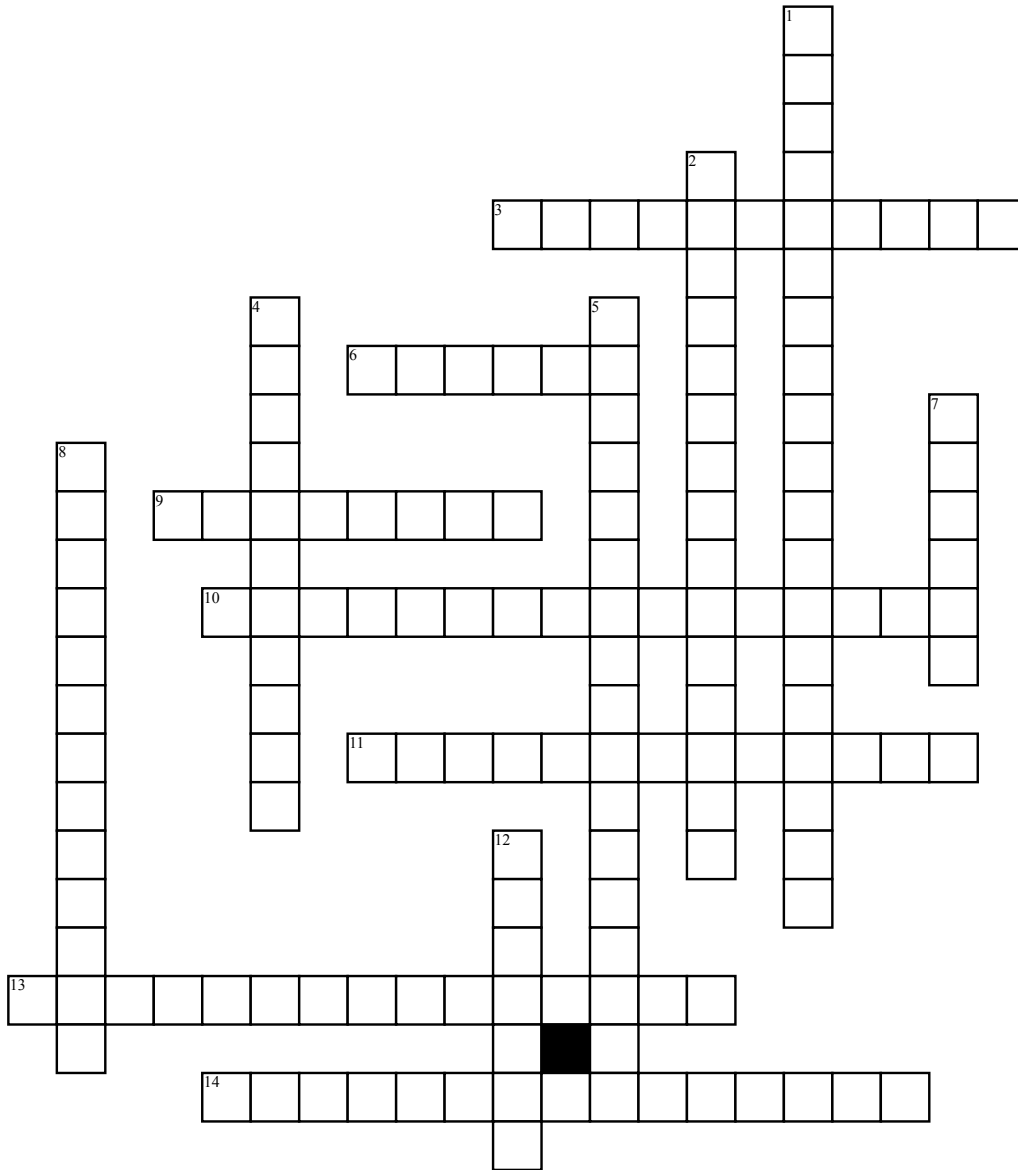


# Geometry



**Across**

- 3. any face that is not a base
- 6. the distance from the center of the circle to one end of the circle
- 9. the distance from one end of the circle to another through the center of the circle
- 10. a 3D figure with 6 rectangular faces

- 11. a triangle with one right angle
- 13. a triangle with no congruent sides
- 14. a figure made up of 2 or more simpler figures

**Down**

- 1. a triangle with 3 equal sides and angles
- 2. a 3D figure with 2 triangular bases and 3 rectangular faces

- 4. the sum of all the areas of the faces of a 3D figure
- 5. a triangle with two congruent sides
- 7. the amount of liquid that will fill a 3D object
- 8. the distance around a circle
- 12. a 3D figure that has a base and at least 3 lateral faces that meet at a common vertex