



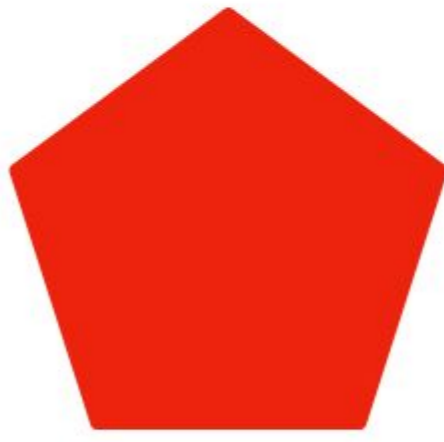
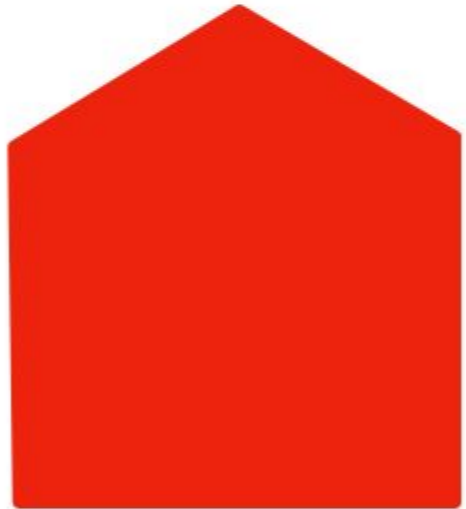
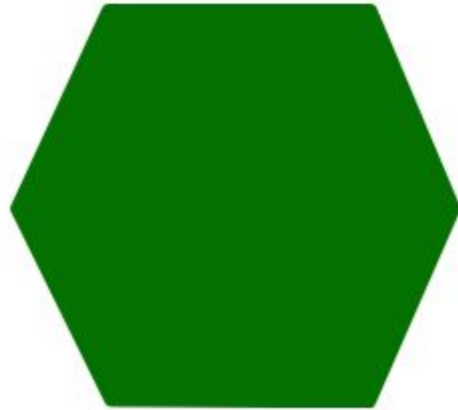



Basic Principles of 2D Shapes

WHAT: A shape is a graphical representation of an object's form or its external boundary, outline, or external surface. Shapes have sides and angles that are equal or unequal (irregular). Count the sides, corners or vertices for each shape type (below).

REGULAR 2D SHAPES	IRREGULAR 2D SHAPES	SIDES	CORNERS/ VERTICES
 Quadrilateral	 Quadrilateral		
 Triangle	 Triangle		
 Pentagon	 Pentagon		
 Hexagon	 Hexagon		