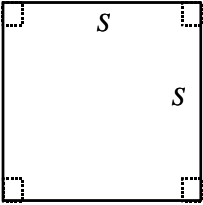
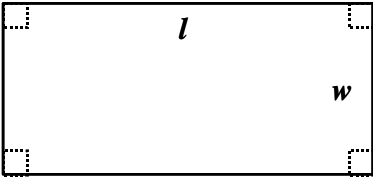
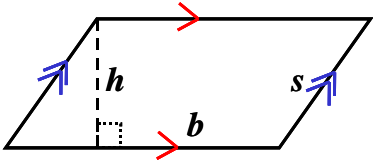
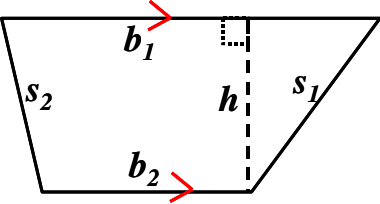


**GRADE 11 ESSENTIAL**  
**UNIT C – 3-D GEOMETRY**  
**APPENDIX - GEOMETRIC FORMULAE**

Shape	Diagram	Formulae
<b>FLAT OBJECTS 2 DIMENSIONAL</b>		
<p><b>Square</b></p> <p>(all four sides same length, 90° corners)</p> <p>(a rectangle with all sides same length)</p>		<p><b>Perimeter, P:</b></p> $P = s + s + s + s = 4*s$ <p><b>Area, A:</b></p> $A = s * s = s^2$
<p><b>Rectangle</b></p> <p>(Four sides, square corners)</p>		<p><b>Perimeter, P:</b></p> $P = l + w + l + w = 2l + 2w$ <p><b>Area, A:</b></p> $A = l * w$
<p><b>Parallelogram and Rhombus</b></p> <p>(leaning rectangle or leaning square)</p> <p>***Note***  <b>b is always <math>\perp</math> to h</b></p>		<p><b>Perimeter; P:</b></p> $P = 2b + 2s$ <p><b>Area; A:</b></p> $A = b * h$ <p>[b and h; perpendicular; at 90°]</p>
<p><b>Trapezoid</b></p> <p>(Four sides, only two sides parallel { '  ' } )</p> <p>***Note***  <b>b is always <math>\perp</math> to h</b>          [perpendicular; at 90°]</p>		<p><b>Perimeter; P:</b></p> $P = b_1 + s_1 + b_2 + s_2$ <p><b>Area; A:</b></p> $A = b_{average} * h$ $= \frac{1}{2}(b_1 + b_2) * h$

**Triangle**

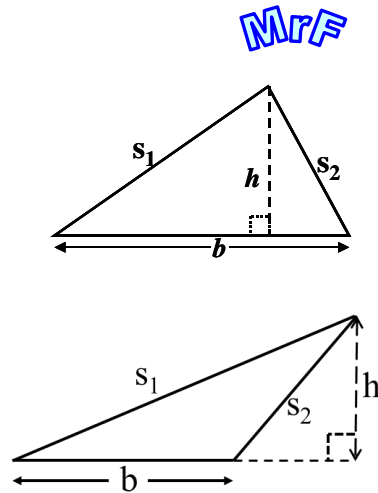
(three sides)

(half a parallelogram or rectangle)

(acute, obtuse, or right)

(scalene, isosceles, equilateral)

\*\*\*Note\*\*\*

**b** is always  $\perp$  to **h****Perimeter; P:**

$$P = s_1 + s_2 + b$$

**Area; A:**

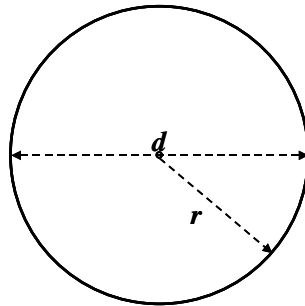
$$A = \frac{1}{2} * b * h$$

**Circumference; C:**

$$C = \pi d = 2\pi r$$

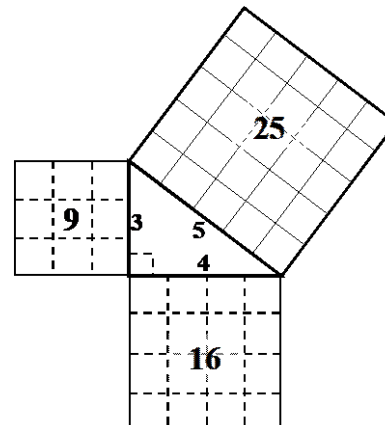
**Area; A**

$$A = \pi r^2$$

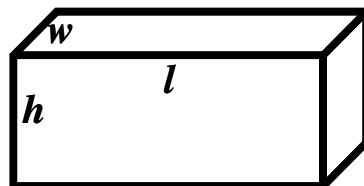
**Circle****Pythagoras**

$$c^2 = a^2 + b^2$$

where **c** is the length of the **hypotenuse** and **a** and **b** are the lengths of the shorter two sides

**SOLID OBJECTS  
3 DIMENSIONAL****Rectangular Prism**

(Two congruent rectangles connected at edges by rectangles)

**Surface Area; SA**

SA = Add area of all faces; or

$$SA = 2lw + 2hl + 2hw$$

**Volume; V:**

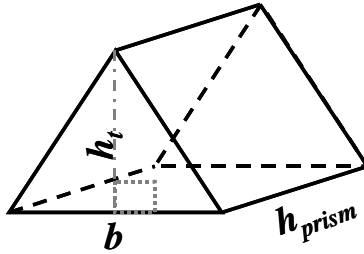
$$V = \text{Base}_{\text{area}} * h$$

$$V = (l * w) * h$$

### Triangular Prism

(Two congruent triangles connected at edges by rectangles)

*Gets confusing using height for the triangle,  $h_t$ , and height for the prism,  $h_{prism}$ .*



### Surface Area; SA

SA = Add area of all faces; the net is two triangles and three rectangles.

$$SA = P_{base}h_{prism} + bh_t \text{ (fancy)}$$

### Volume; V:

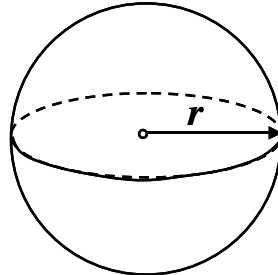
$$V = \text{Base}_{area} * h$$

$$V = \frac{1}{2}bh_{triangle} * h_{prism}$$

### Sphere

All the points in space that are equidistant from a single centre point

(Ball)



### Surface Area; SA

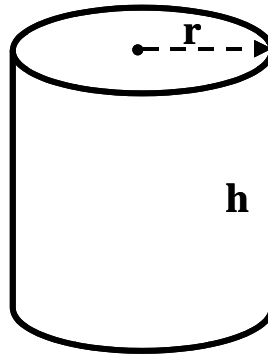
$$SA = 4\pi r^2$$

### Volume; V:

$$V = \frac{4}{3}\pi r^3$$

### Cylinder

(Two congruent circles connected with a rectangle wrapped around circumference)



### Surface Area; SA

SA =  $2\pi r^2 + 2\pi rh$

*Handwritten notes: 'top & bottom' under the  $2\pi r^2$  term, and 'lateral side' with an arrow pointing to the  $2\pi rh$  term.*

### Volume; V:

$$V = \text{Base}_{area} * h$$

$$= A * h$$

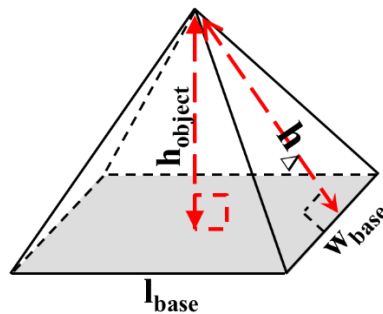
$$= \pi r^2 h$$

*Handwritten note: 'tube' with a bracket under the cylinder diagram.*

### Rectangular Pyramid or Square Pyramid

(A rectangle connected to an apex point by triangles on its edges)

**\*\*caution the pyramid has a height, and the triangular faces each have a height\*\***



### Surface Area; SA

SA = add up area of all the faces (Base area plus four triangles)

### Volume; V:

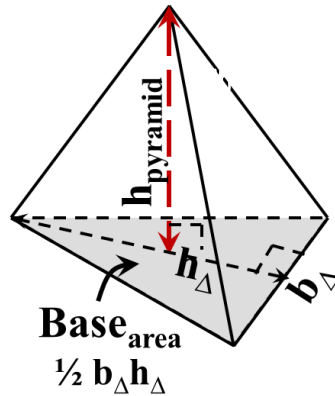
$$V = \frac{1}{3} * \text{Base}_{area} * h_{pyramid}$$

$$= \frac{1}{3} * (l * w) * h_{pyramid}$$

## Triangular Pyramid

(A triangle base connected to an apex point by triangles on its edges)

**\*\*caution the pyramid has a height  $h_{object}$  and the triangular faces have a height,  $h_{\Delta}$ \*\***



## Surface Area; SA

**SA = add up area of each of the four triangular faces.**

## Volume; V:

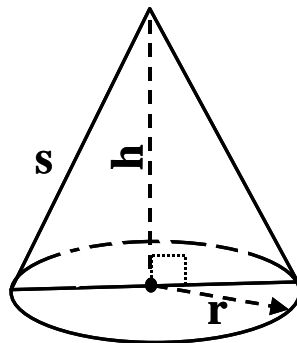
$$V = \frac{1}{3} * \text{Base}_{area} * h_{pyramid}$$

$$= \frac{1}{3} * \left( \frac{1}{2} * b_{\Delta} * h_{\Delta} \right) * h_{object}$$

$$= \frac{1}{6} * b_{\Delta} * h_{\Delta} * h_{object}$$

## Cone

(The arc of a circular sector of a circle connected to a smaller circle base and coming to an apex point)



## Surface Area; SA

**SA =  $\pi r^2 + \pi r s$**   
(*'s' here is 'slant range' along the side of the cone*)

## Volume; V:

$$V = \frac{1}{3} * \text{Base}_{area} * h_{cone}$$

$$V = \frac{1}{3} * (\pi r^2) * h_{cone}$$

## Letter Abbreviations:

**r**  $\equiv$  radius, **d**  $\equiv$  diameter; **h**  $\equiv$  height; **A**  $\equiv$  area; **l**  $\equiv$  length; **w**  $\equiv$  width; **B** = Base<sub>area</sub>

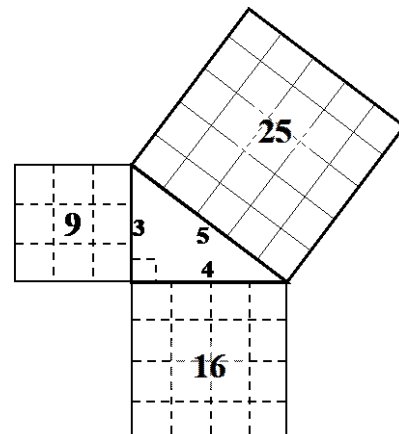
**s**  $\equiv$  side or sometimes slant range;  $\perp$   $\equiv$  perpendicular

**And do not forget Pythagoras!**

## Pythagoras

$$c^2 = a^2 + b^2$$

where **c** is the length of the **hypotenuse** and **a** and **b** are the lengths of the **shorter** two sides



Add your own favourite formulae below: