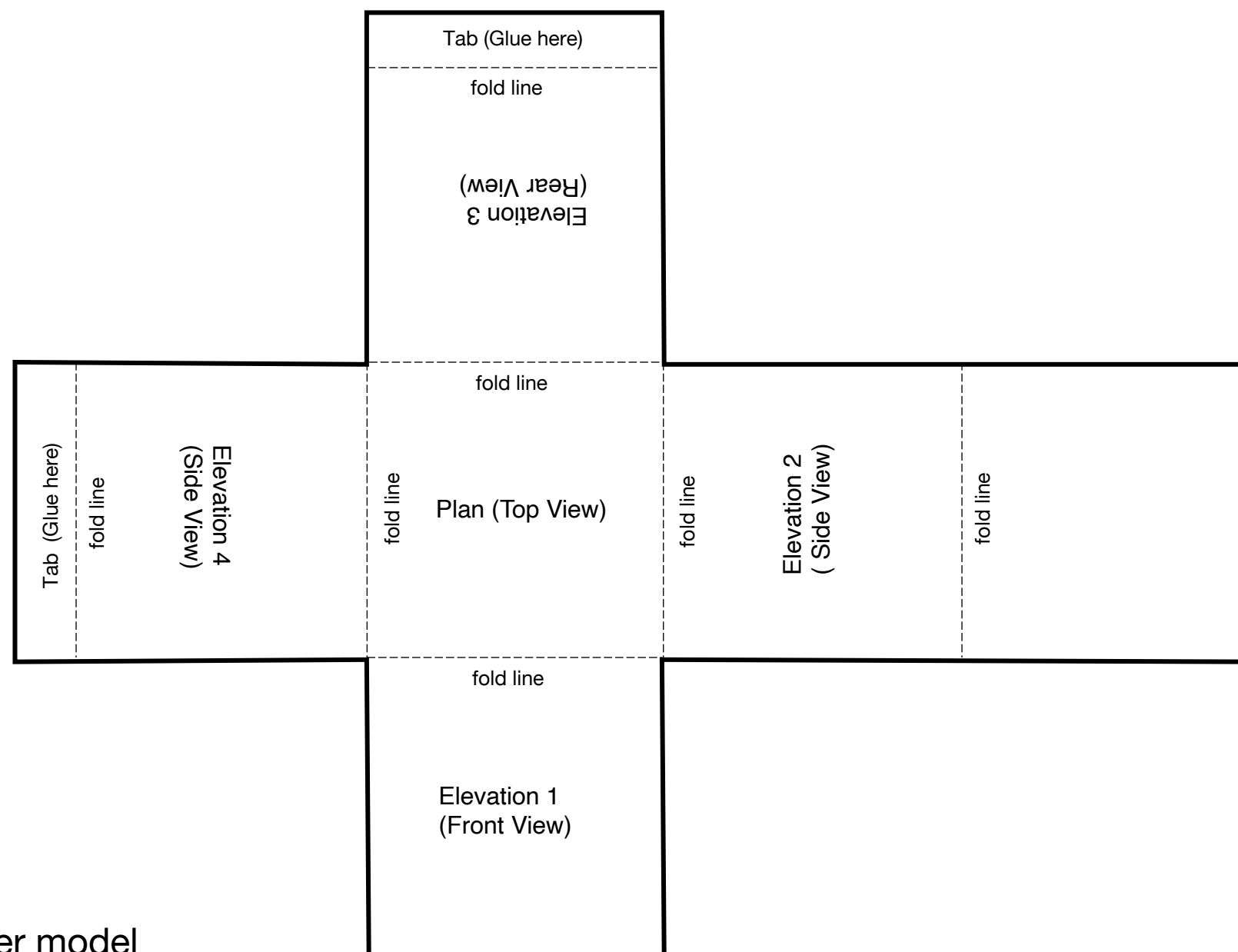
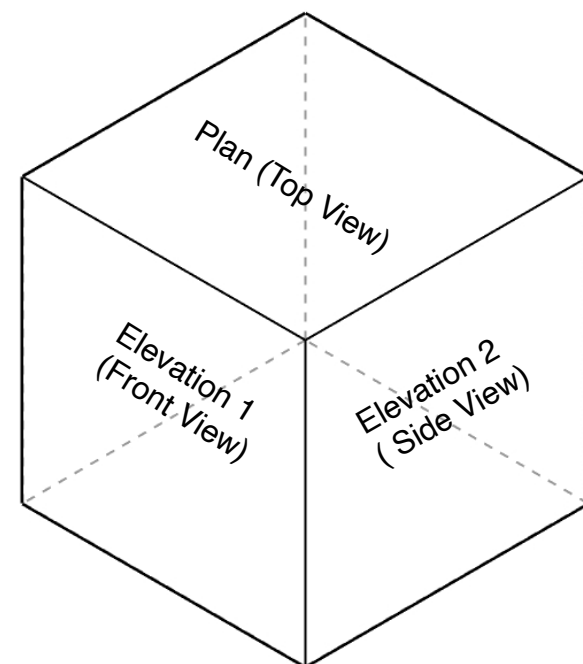
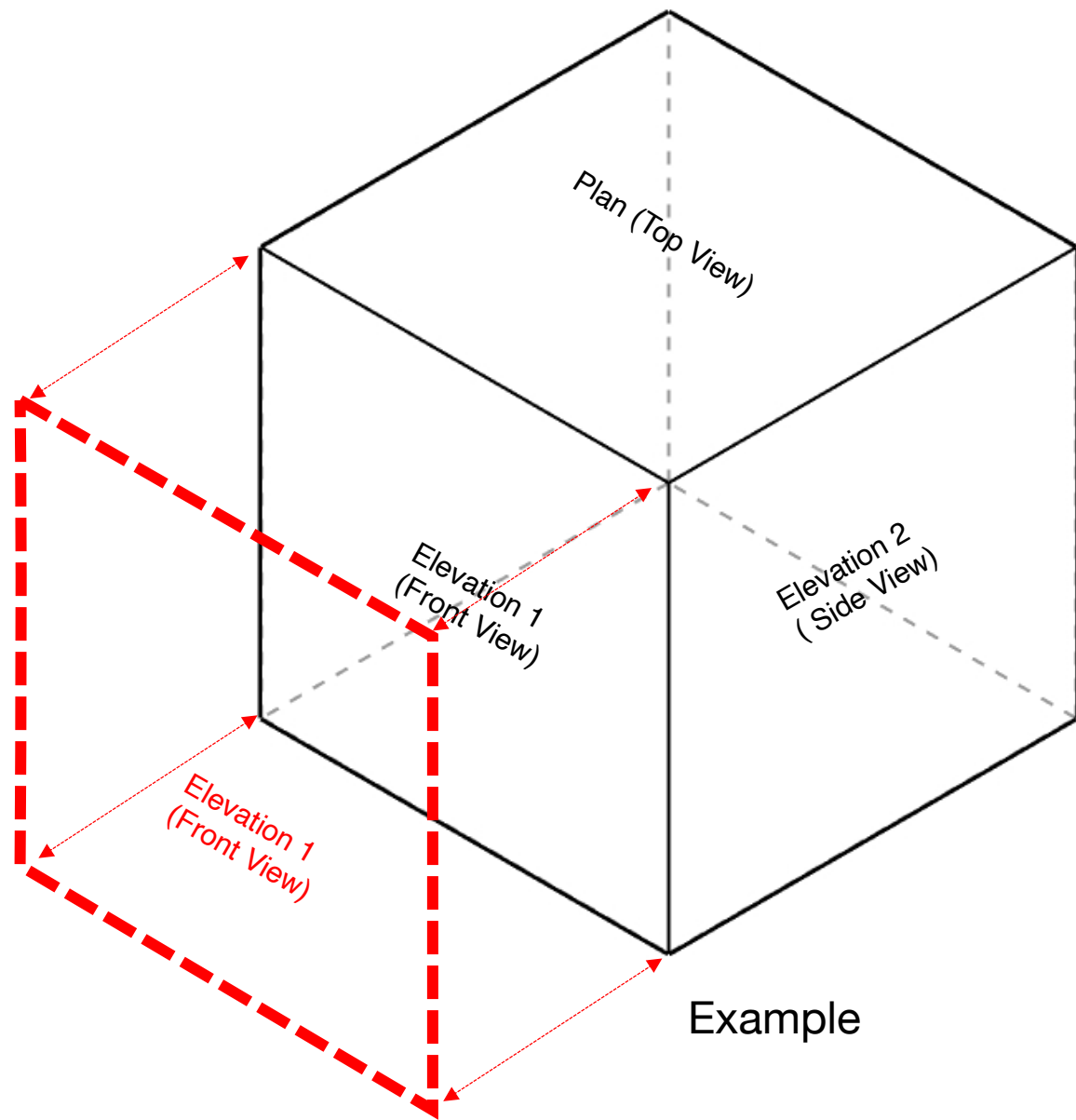


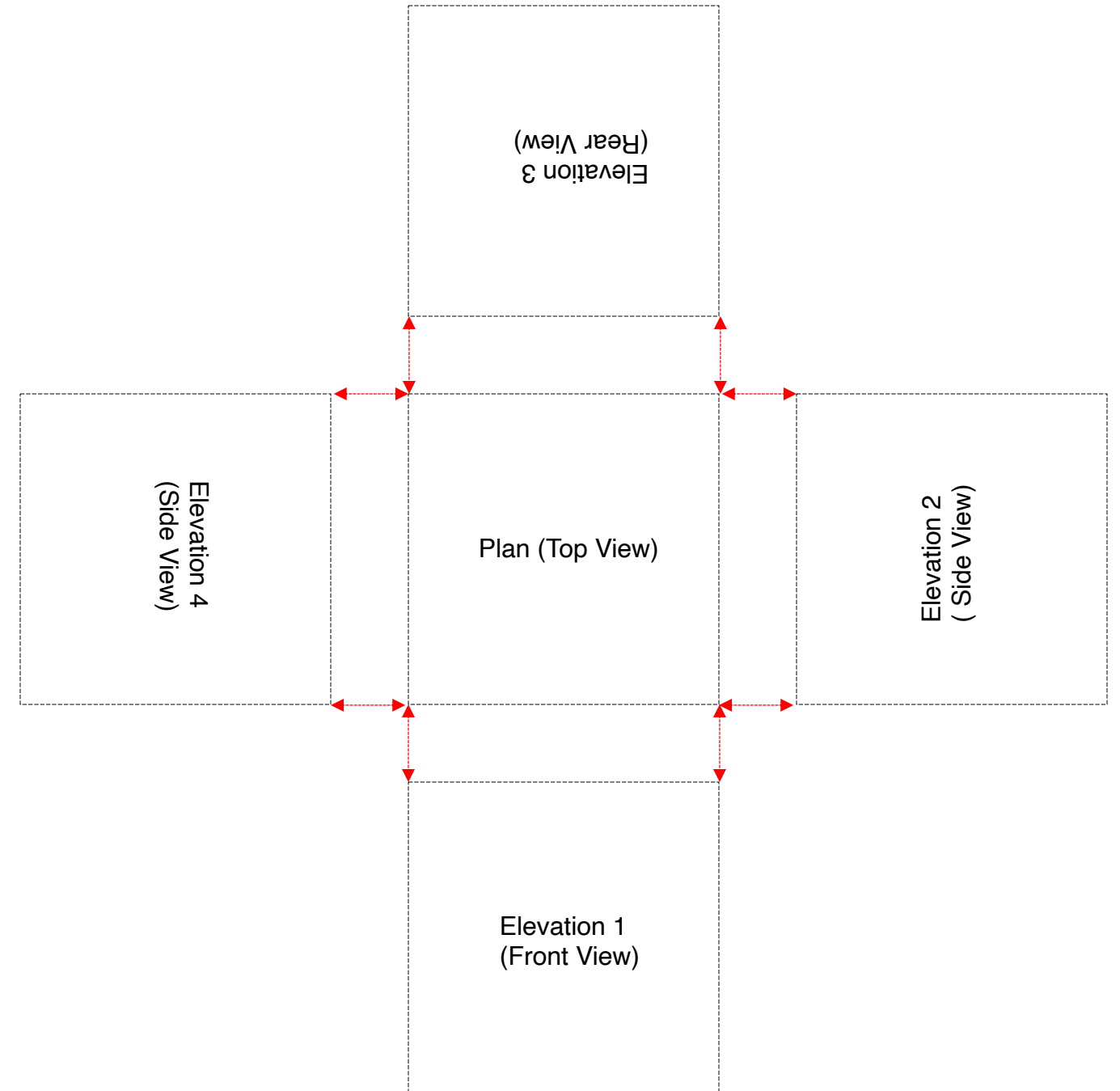


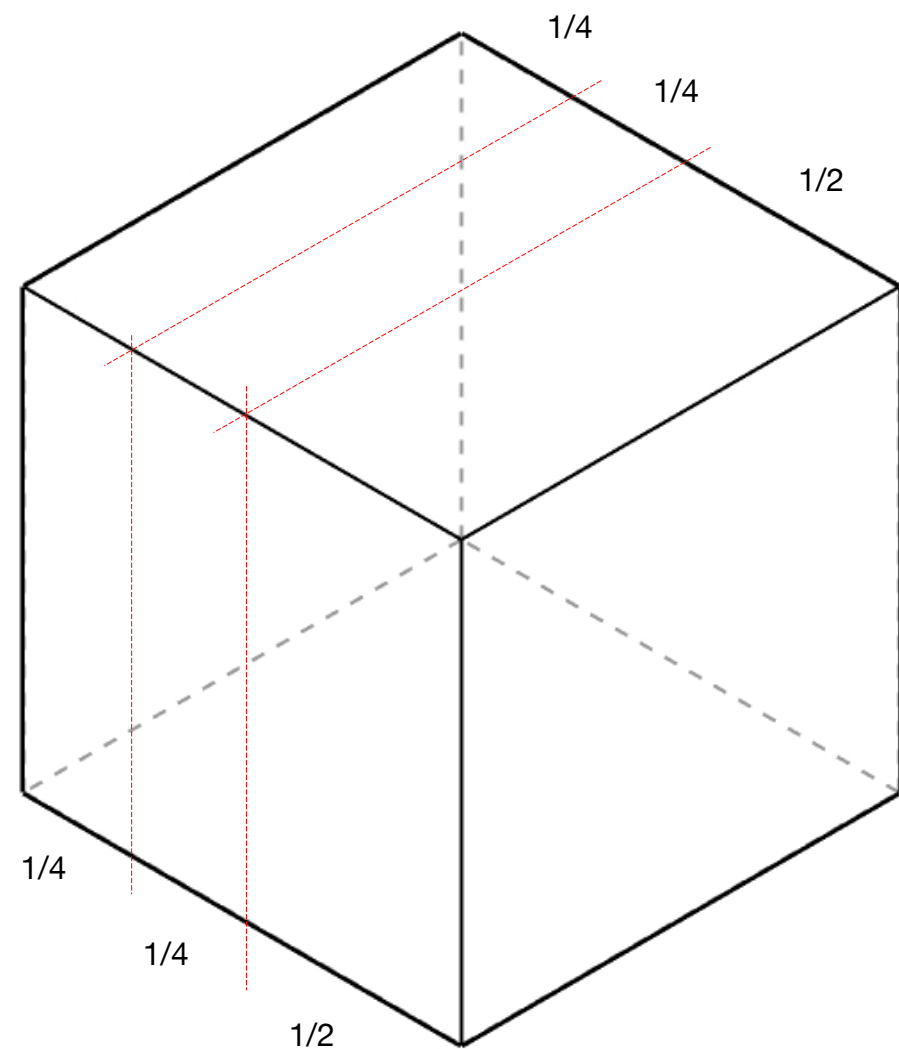
Template for a “cube” paper model



Example

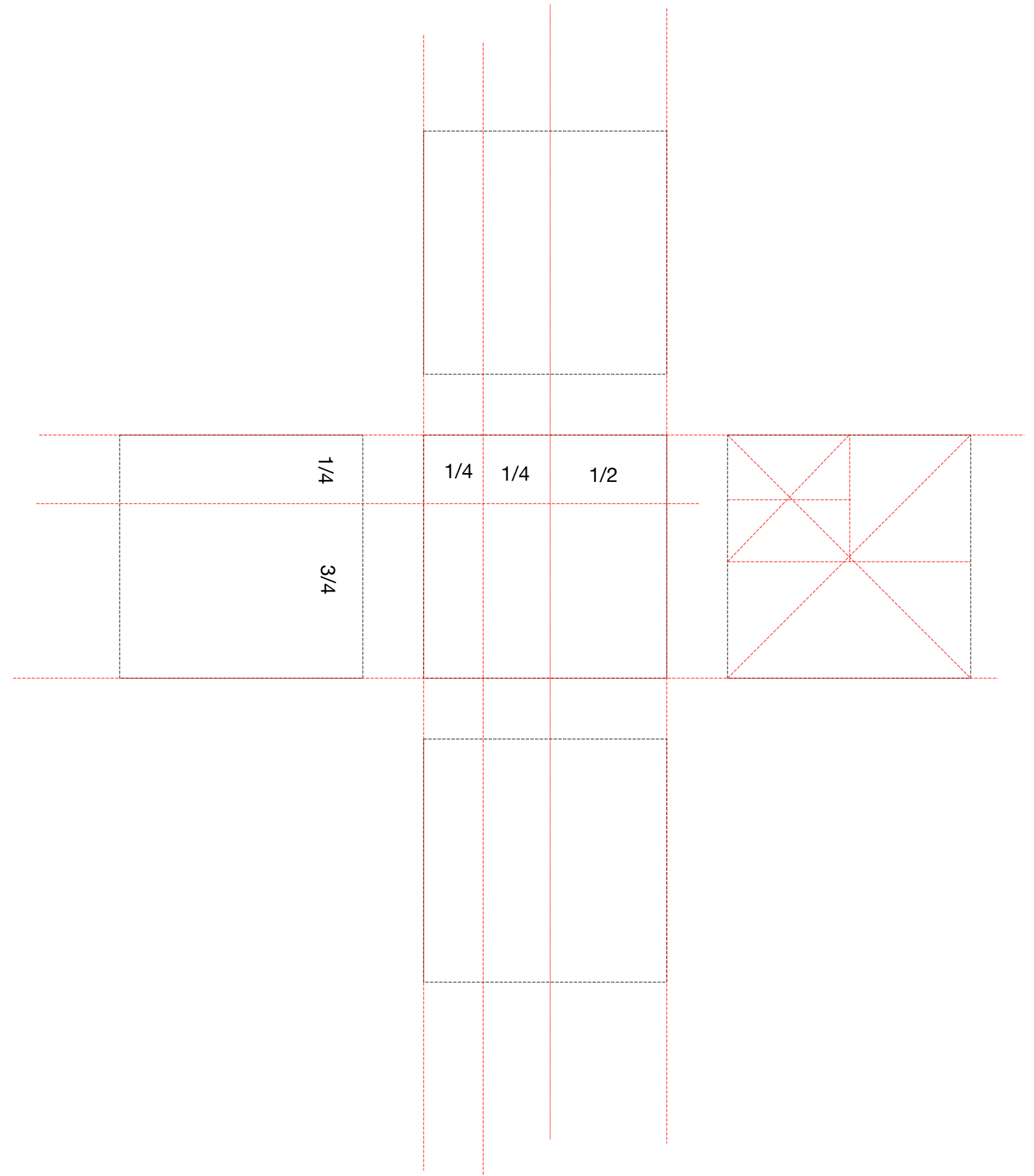
Worksheet Template

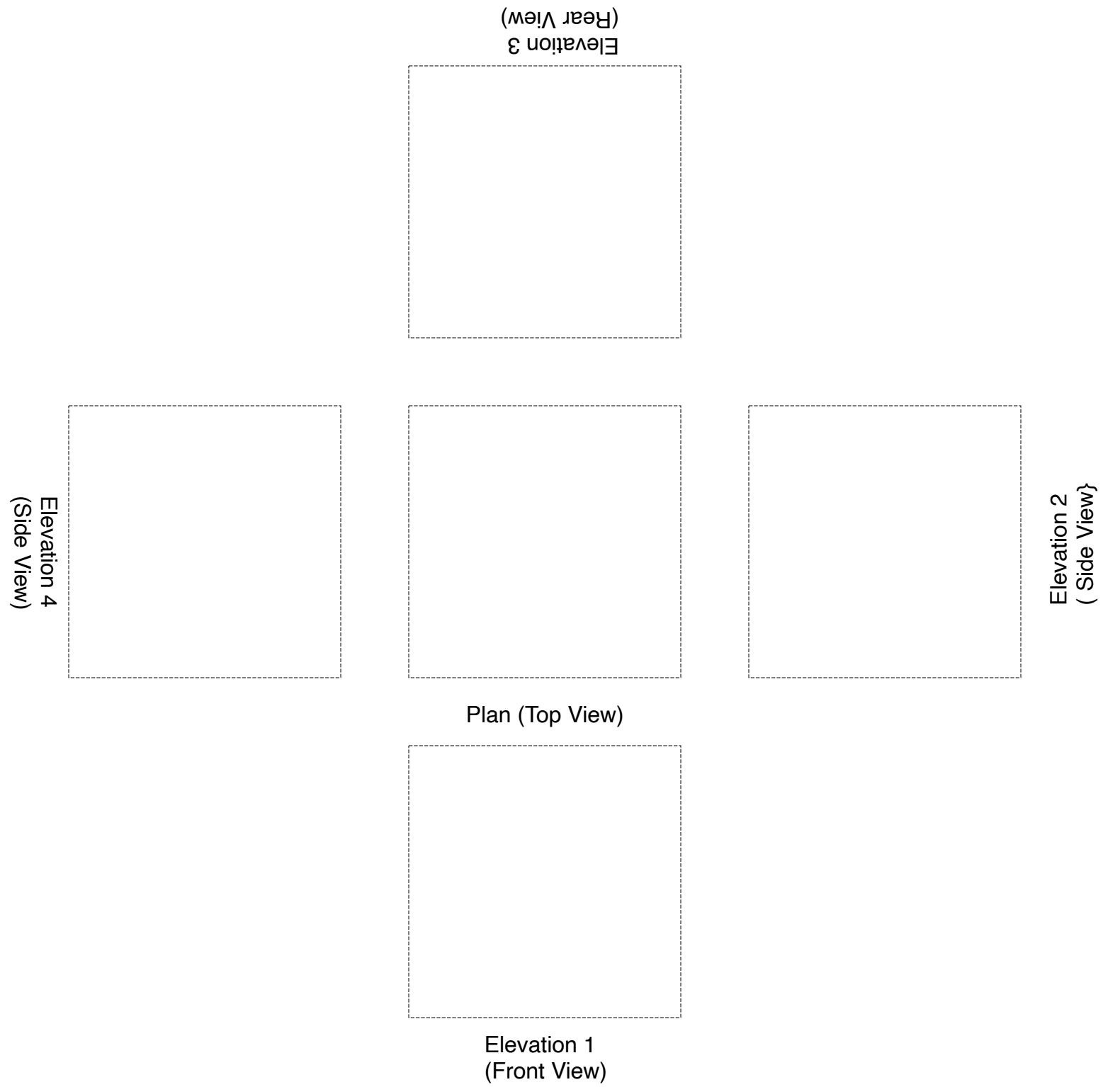
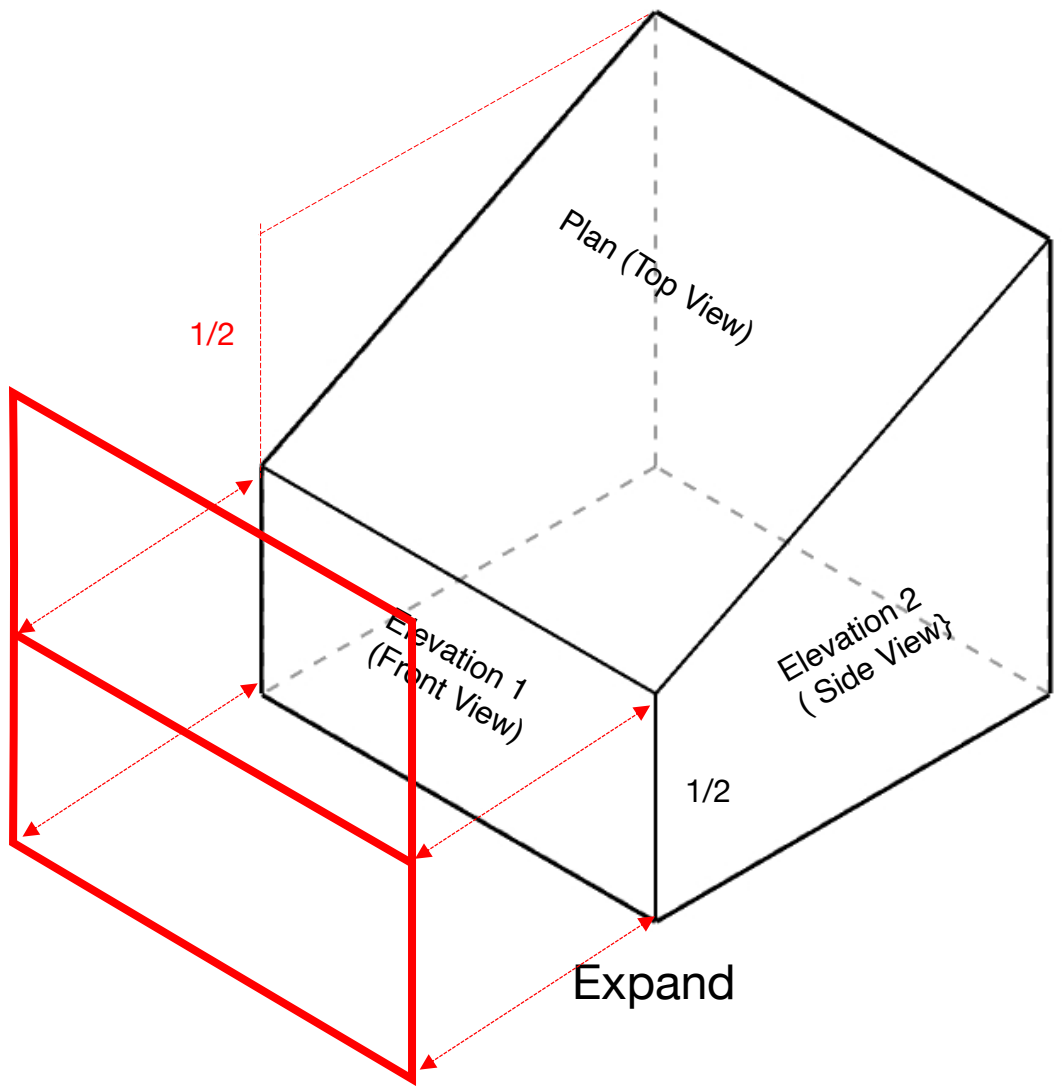


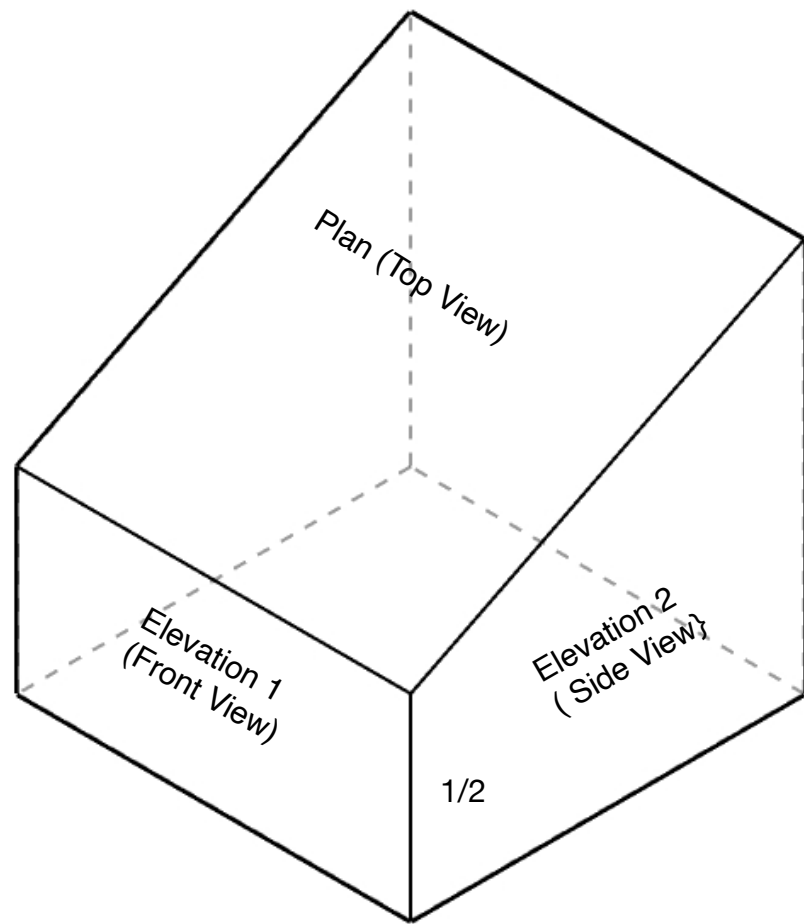


Example

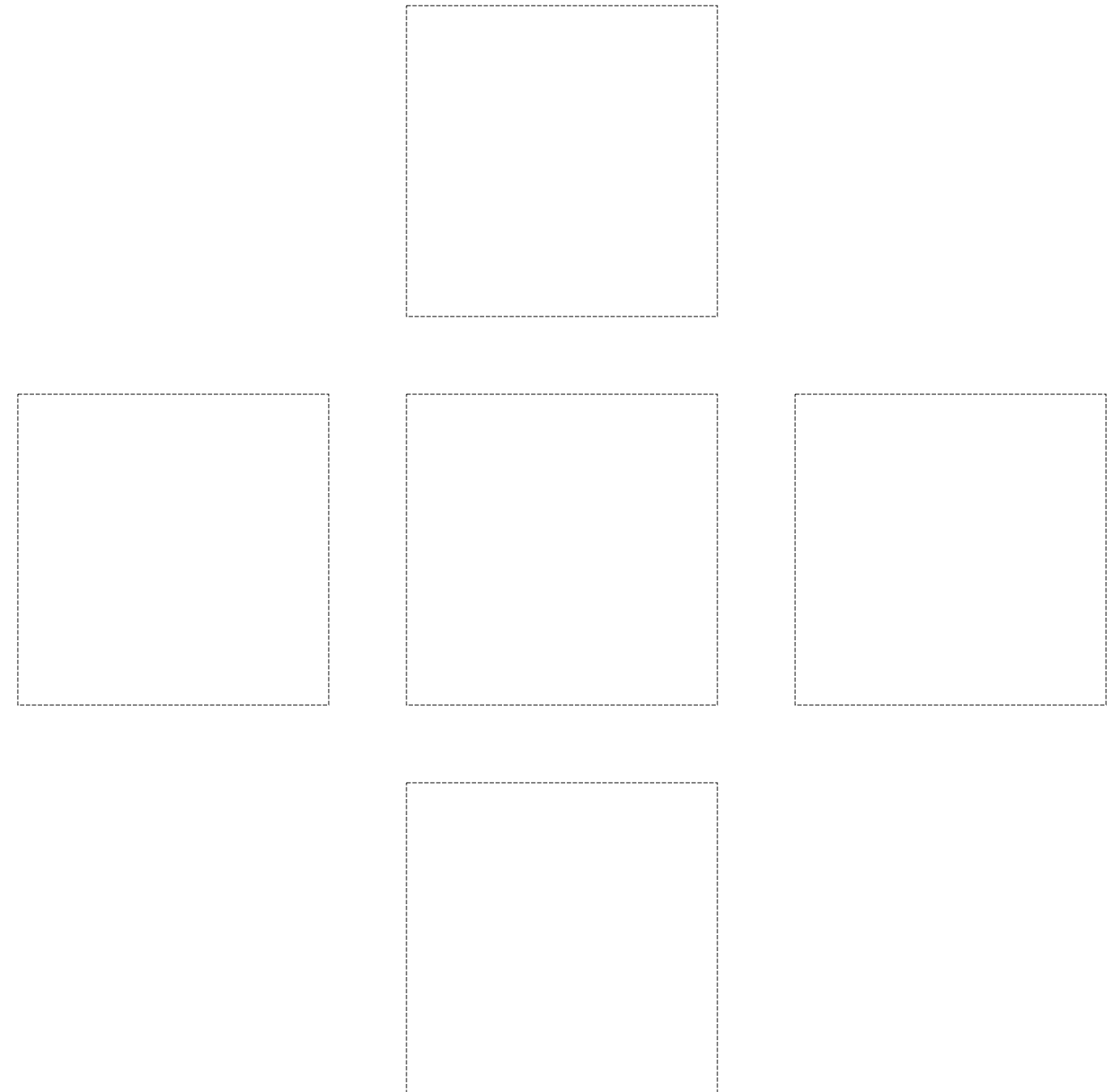
Objects are represented proportionally -
Think of modules - $\frac{1}{4}$, $\frac{1}{2}$ & $\frac{3}{4}$

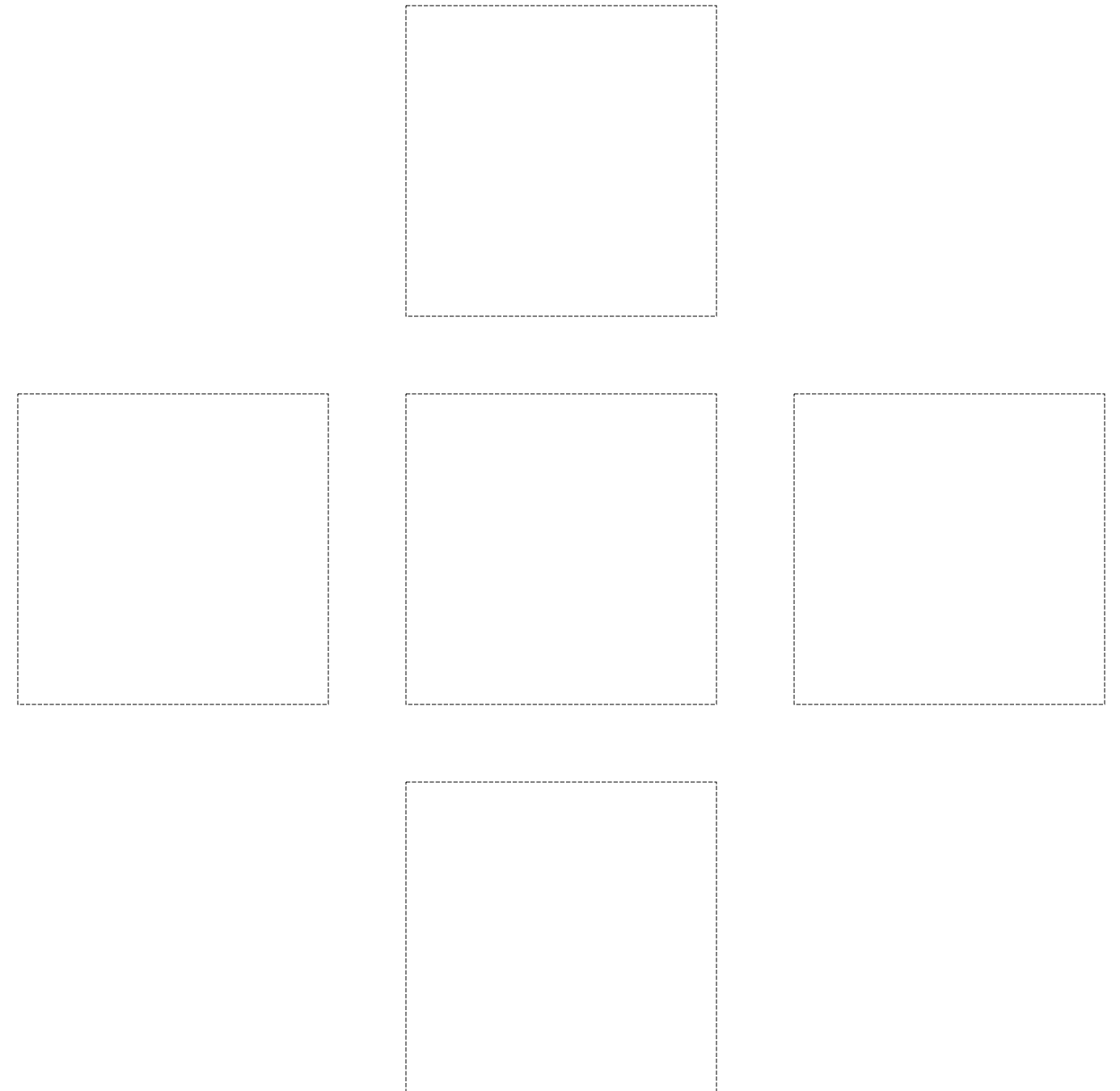
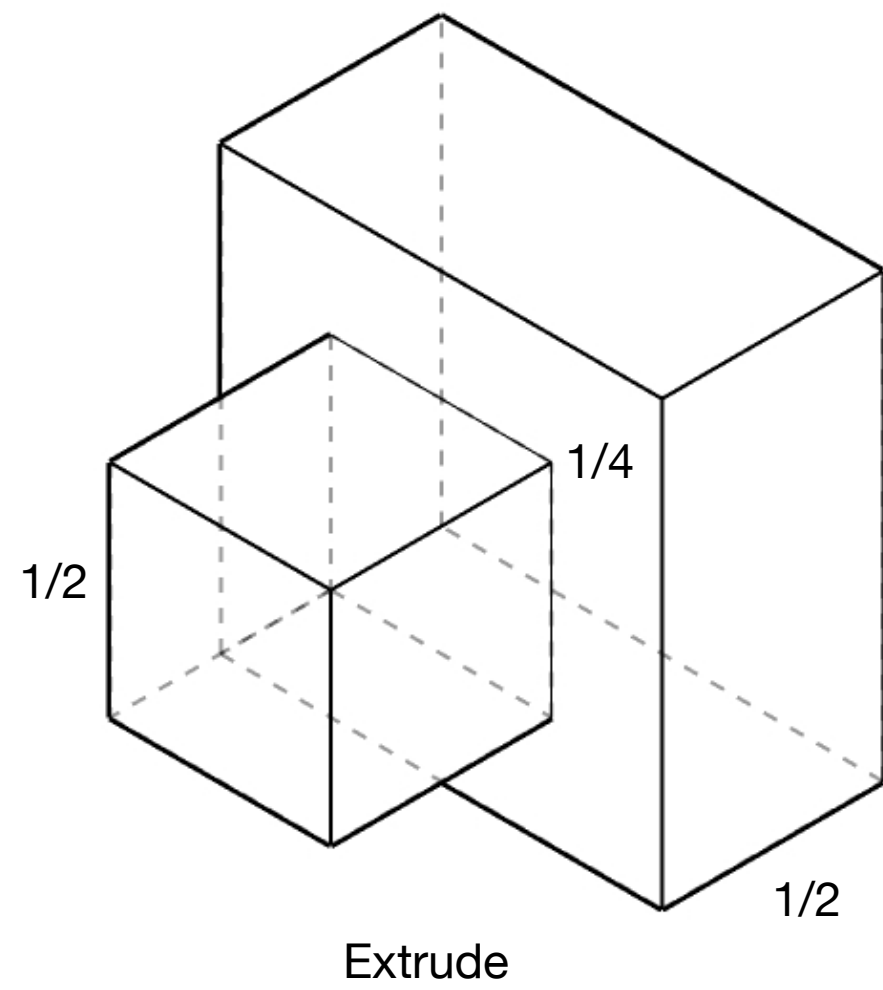


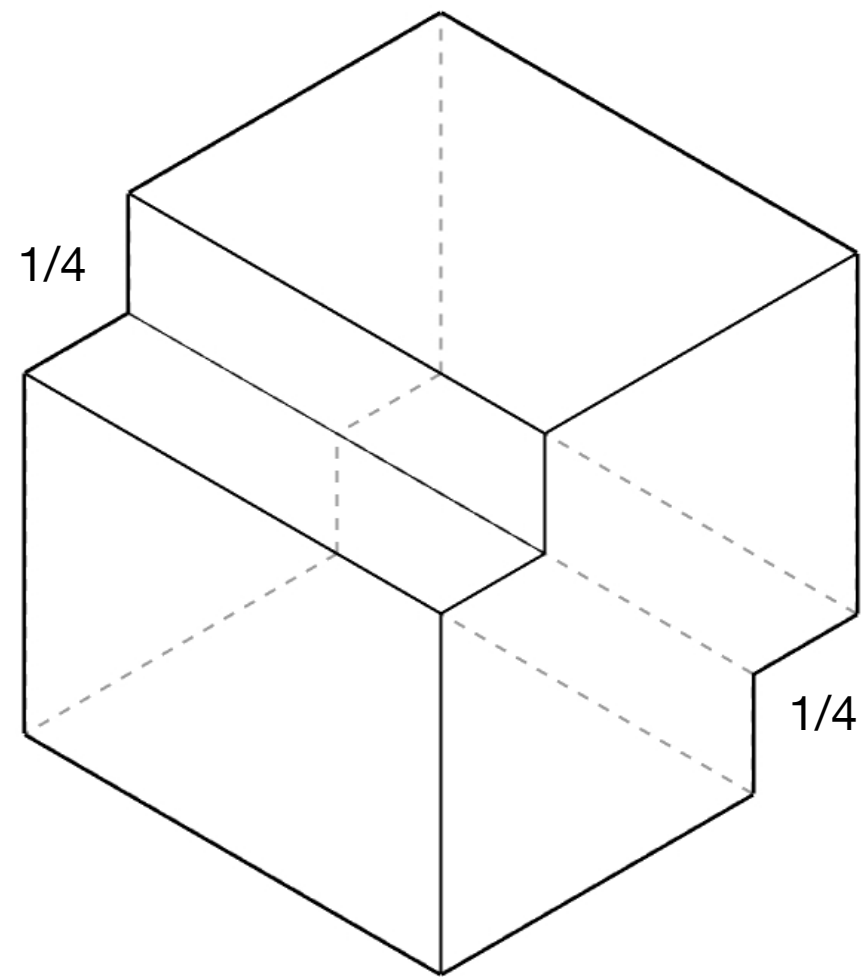




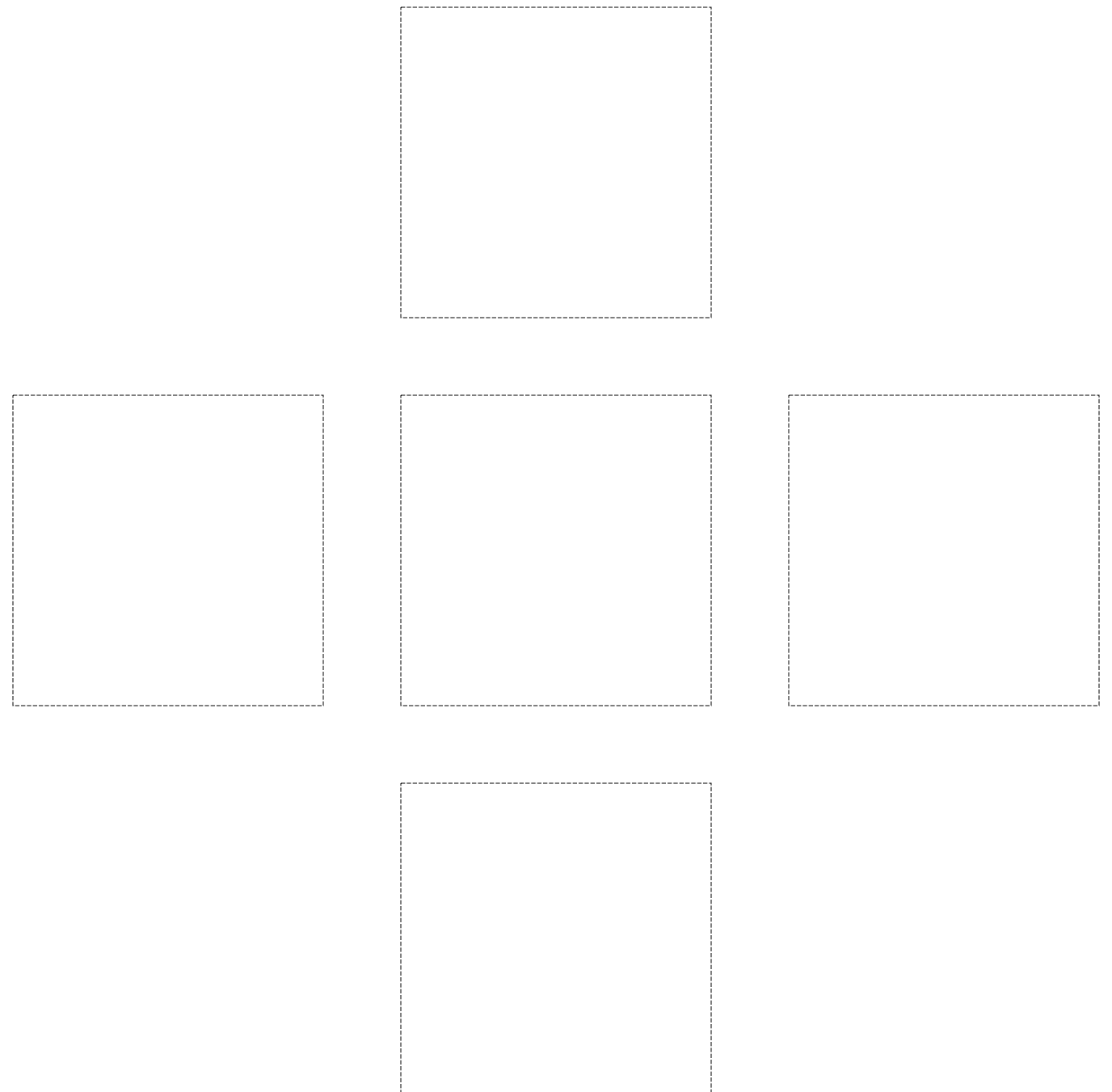
Expand

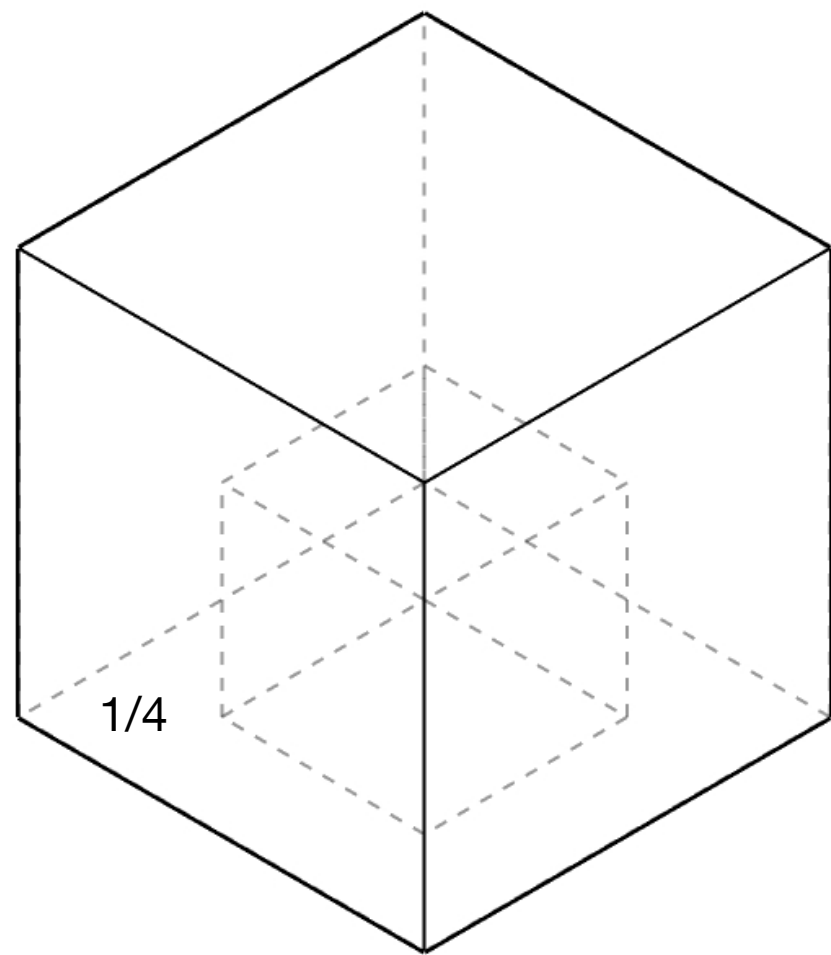




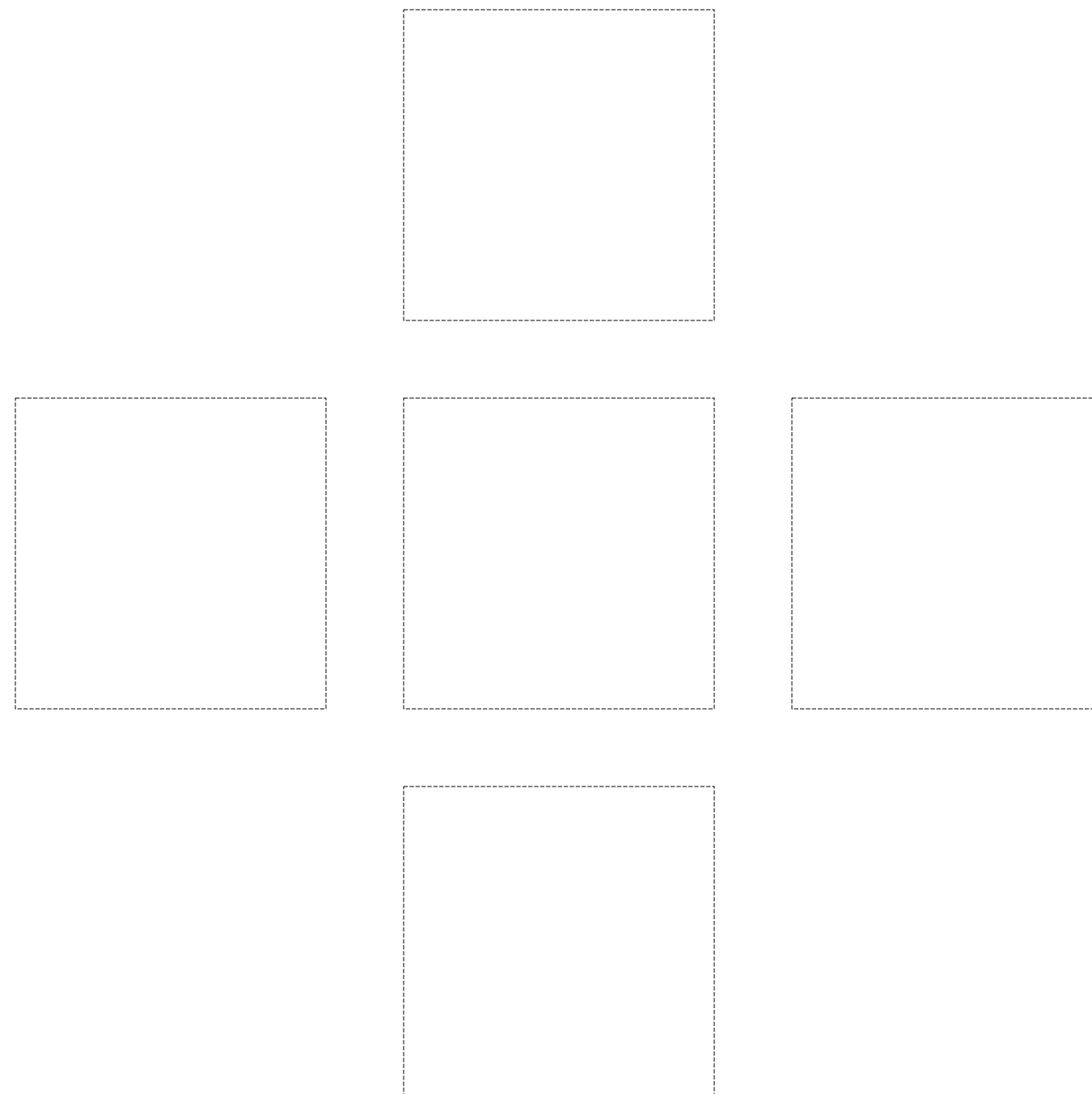


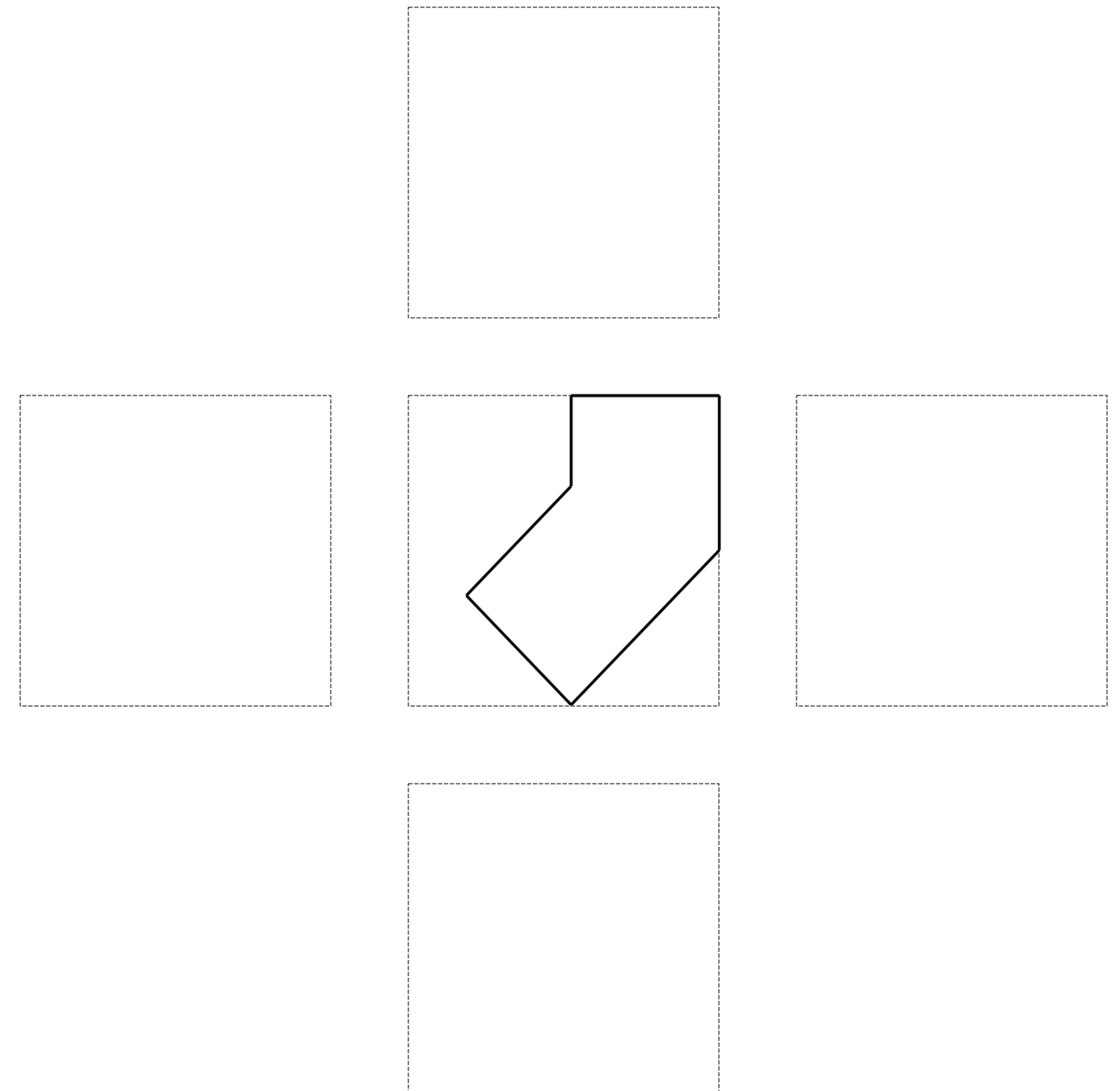
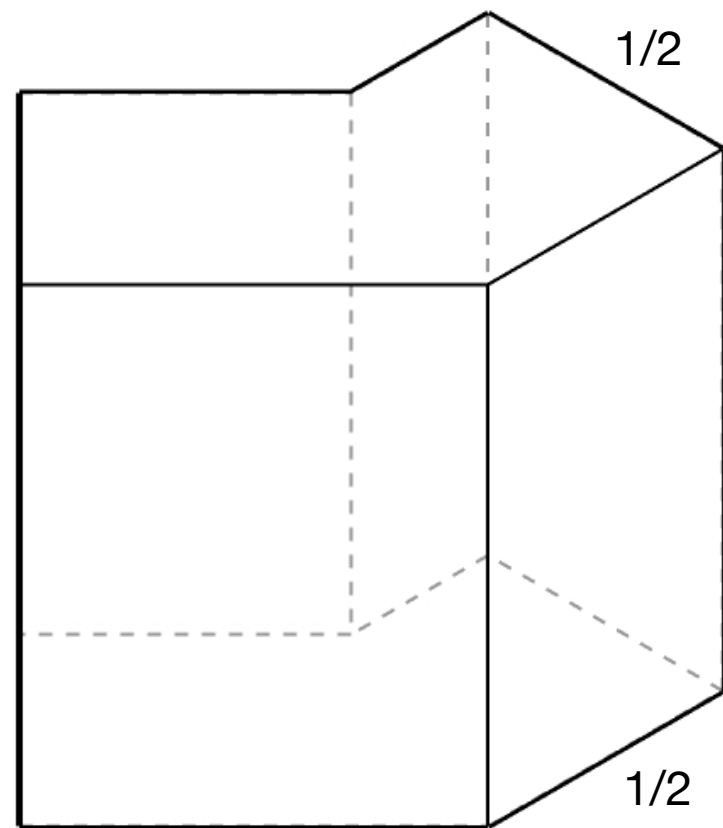
Merge

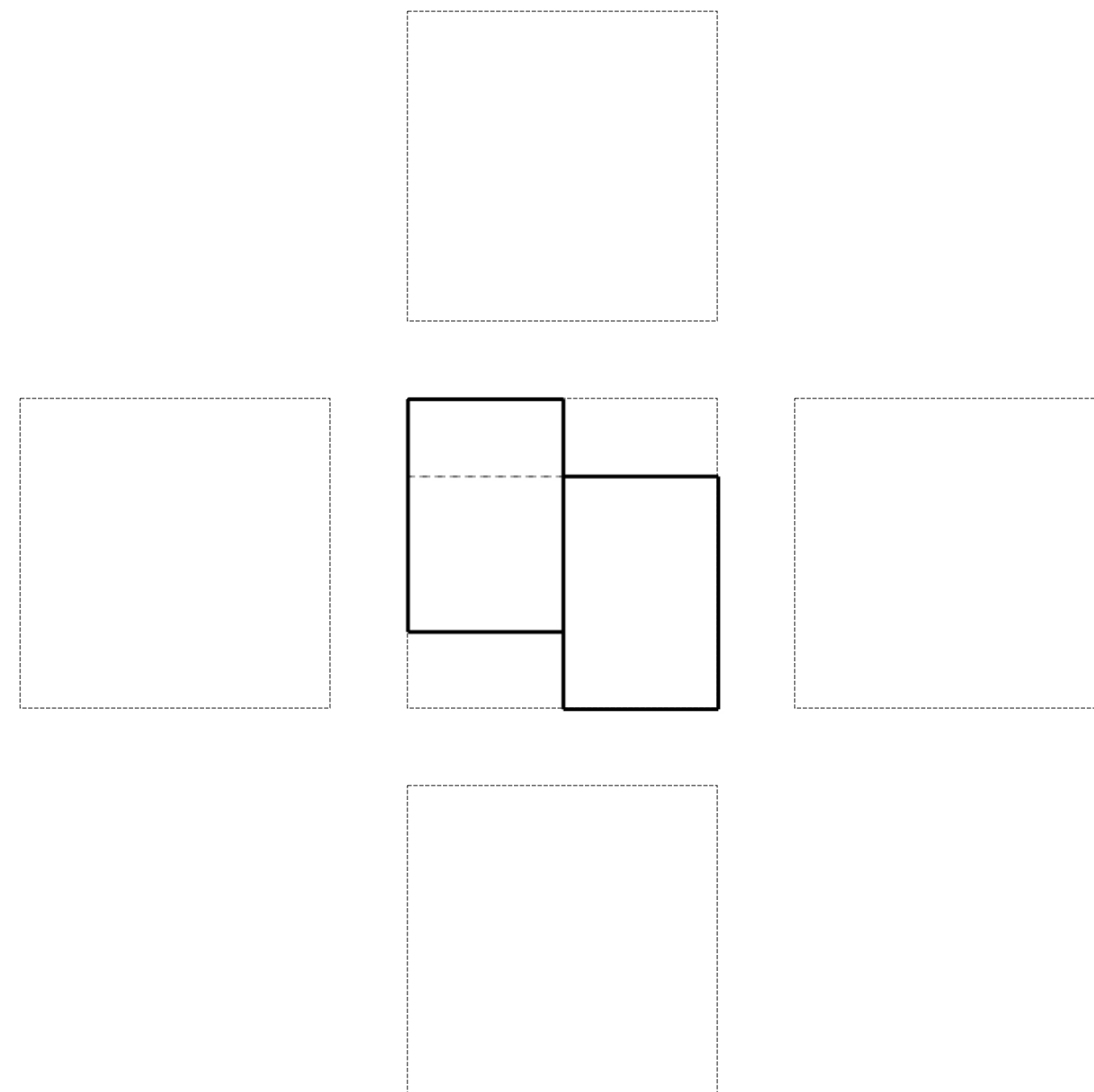
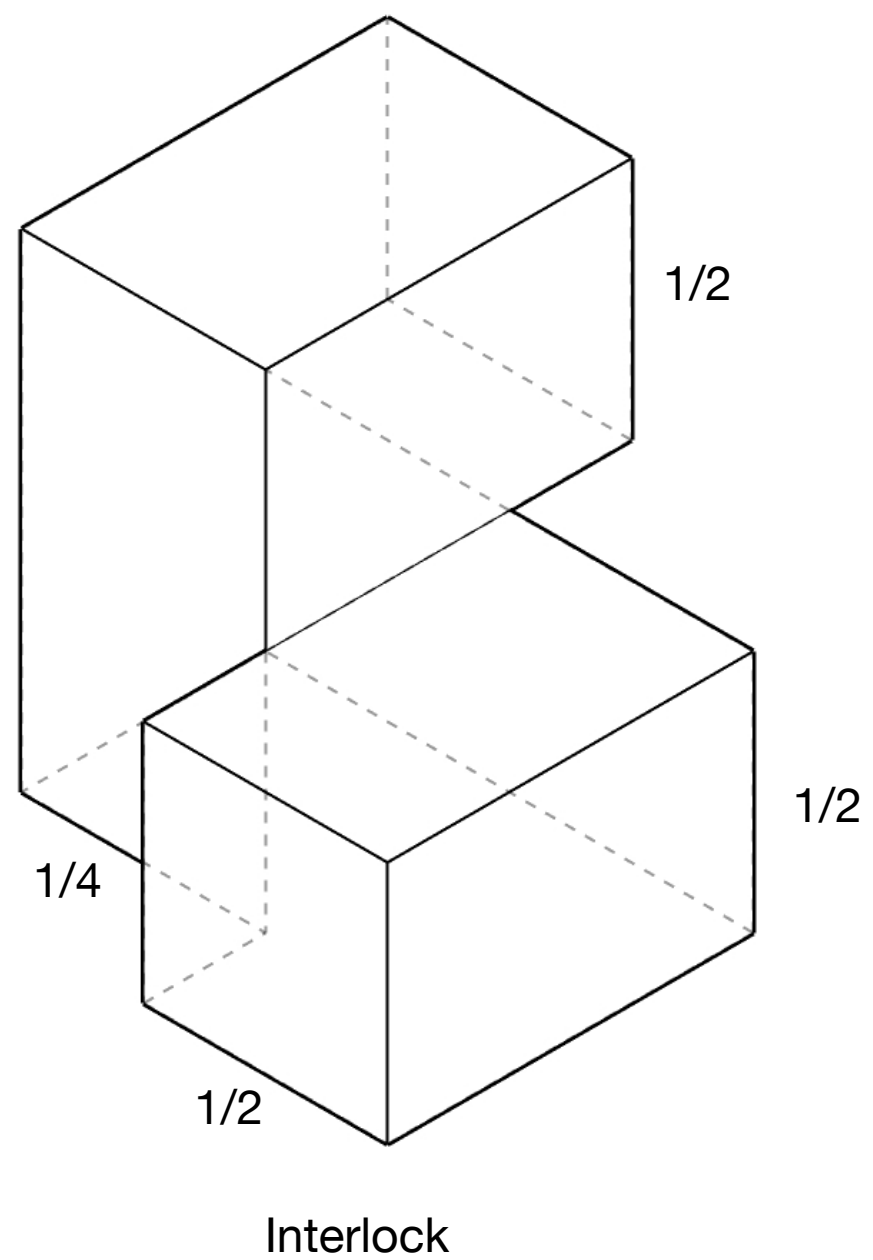


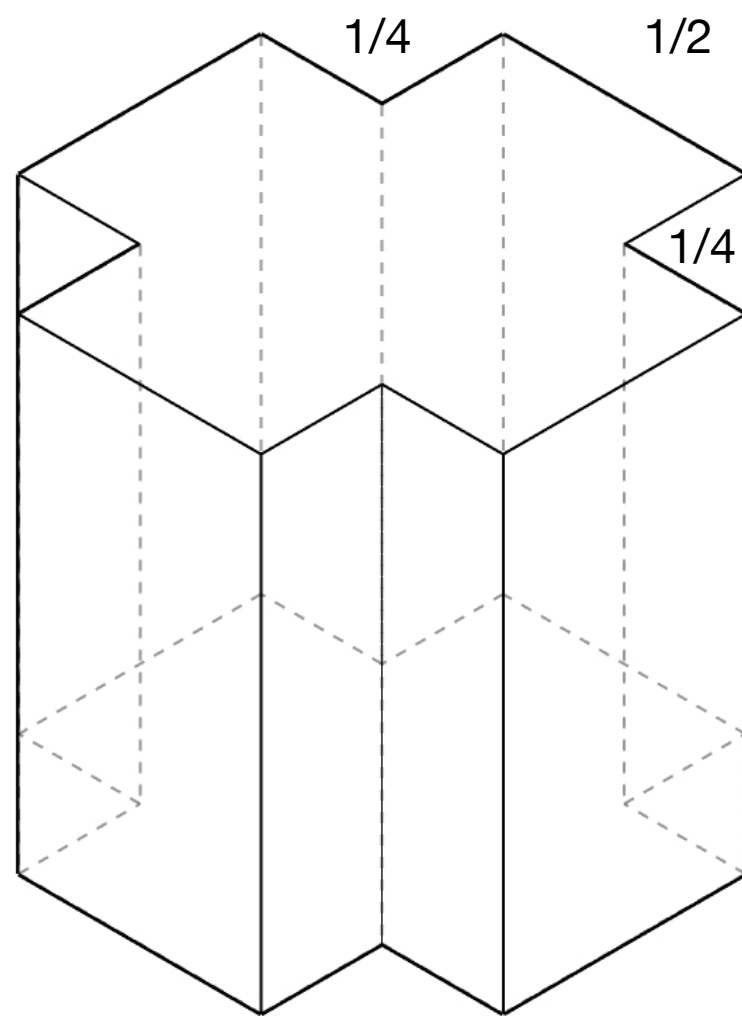


Nest



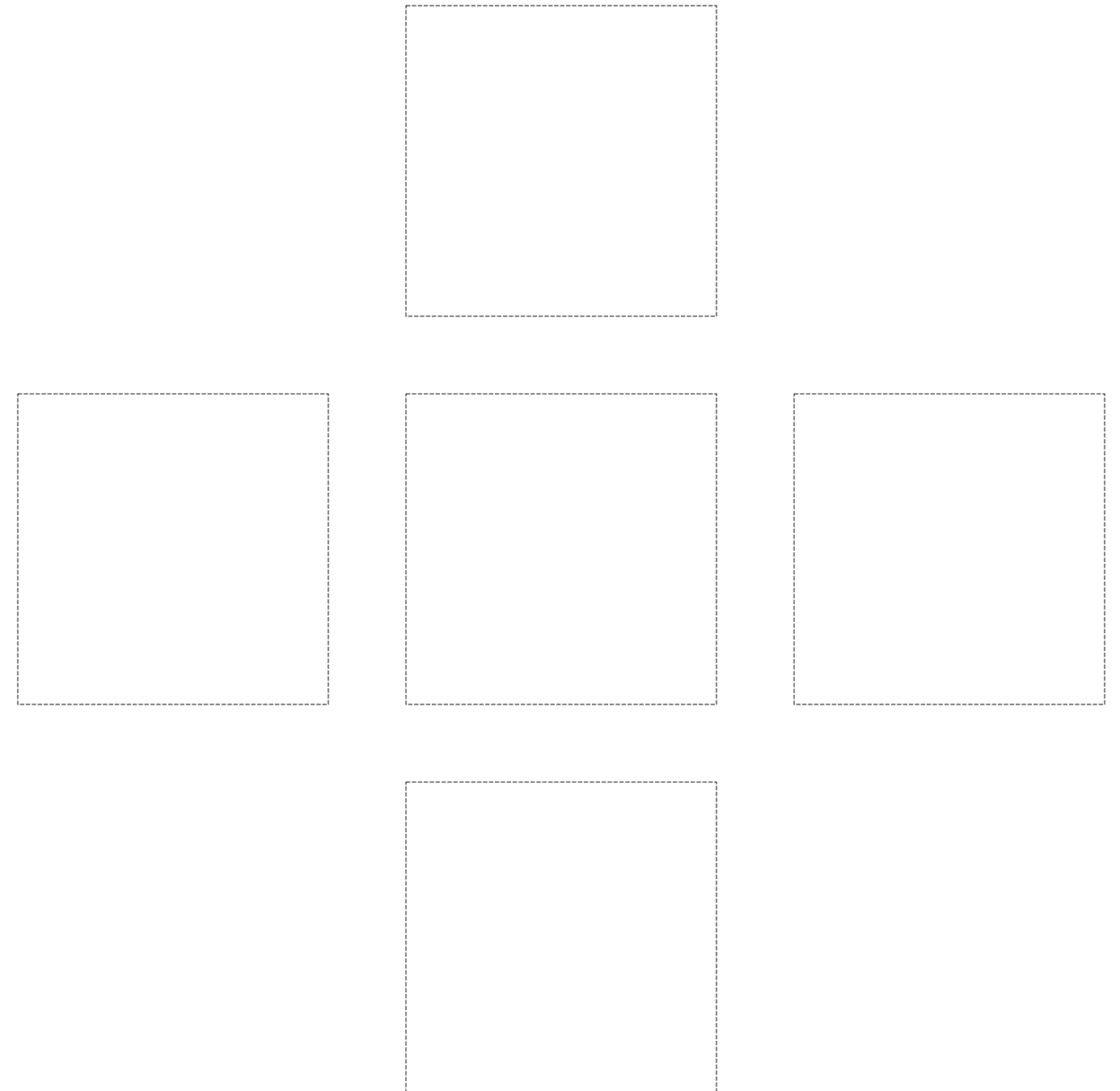
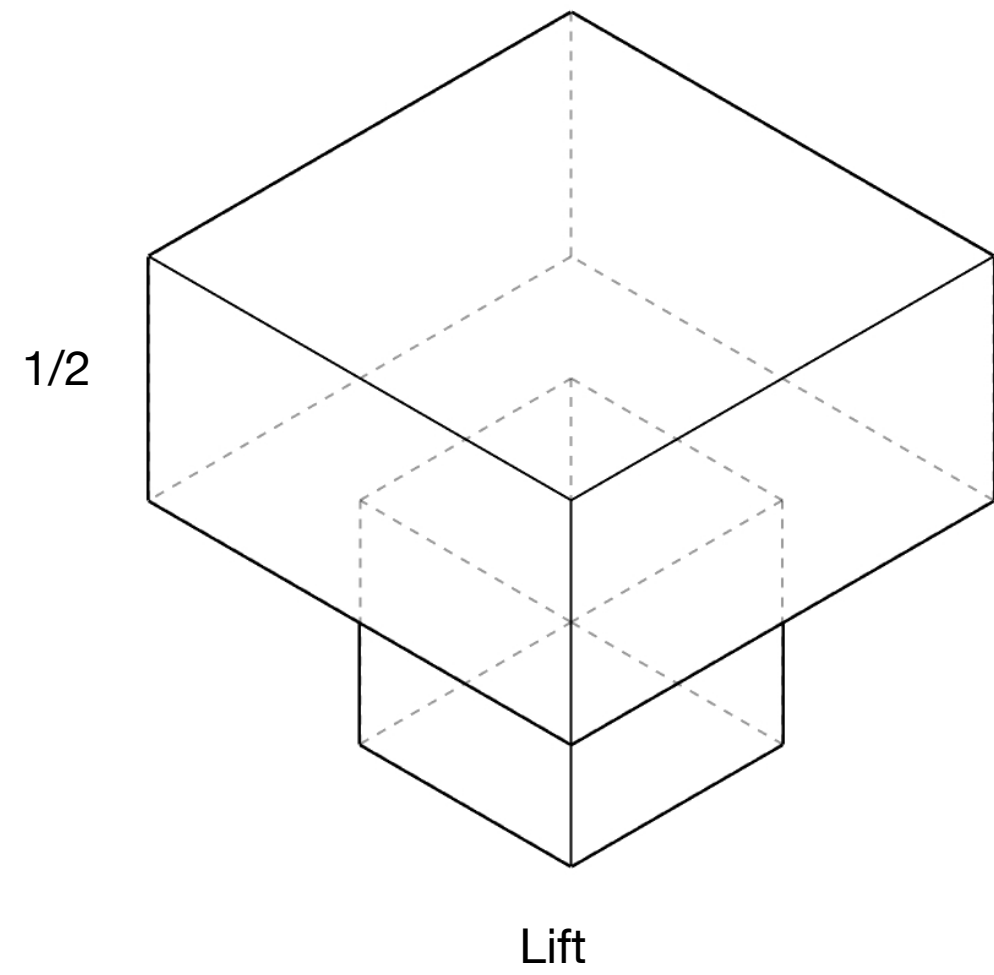


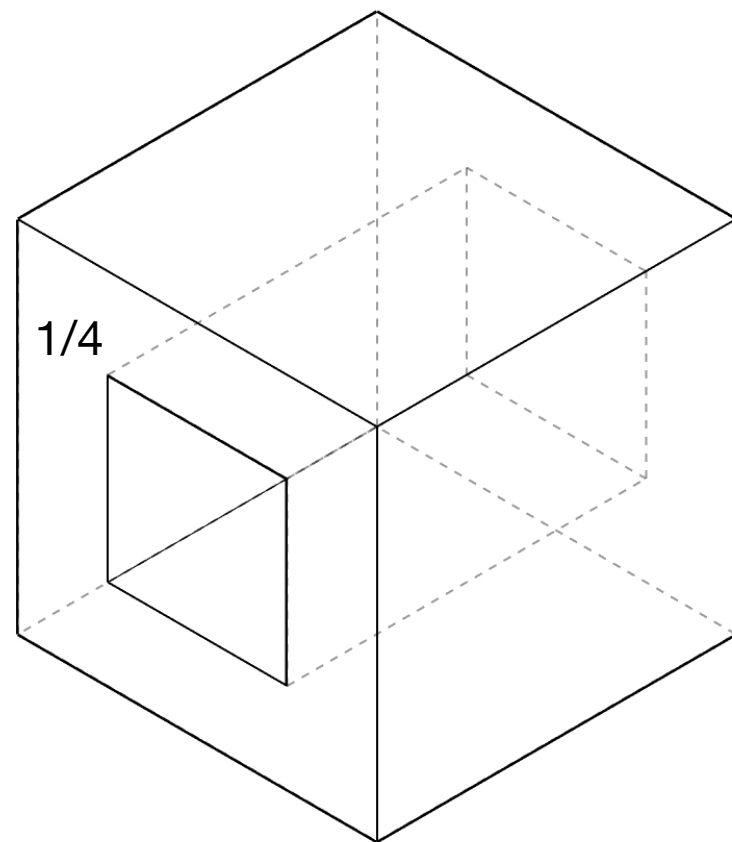




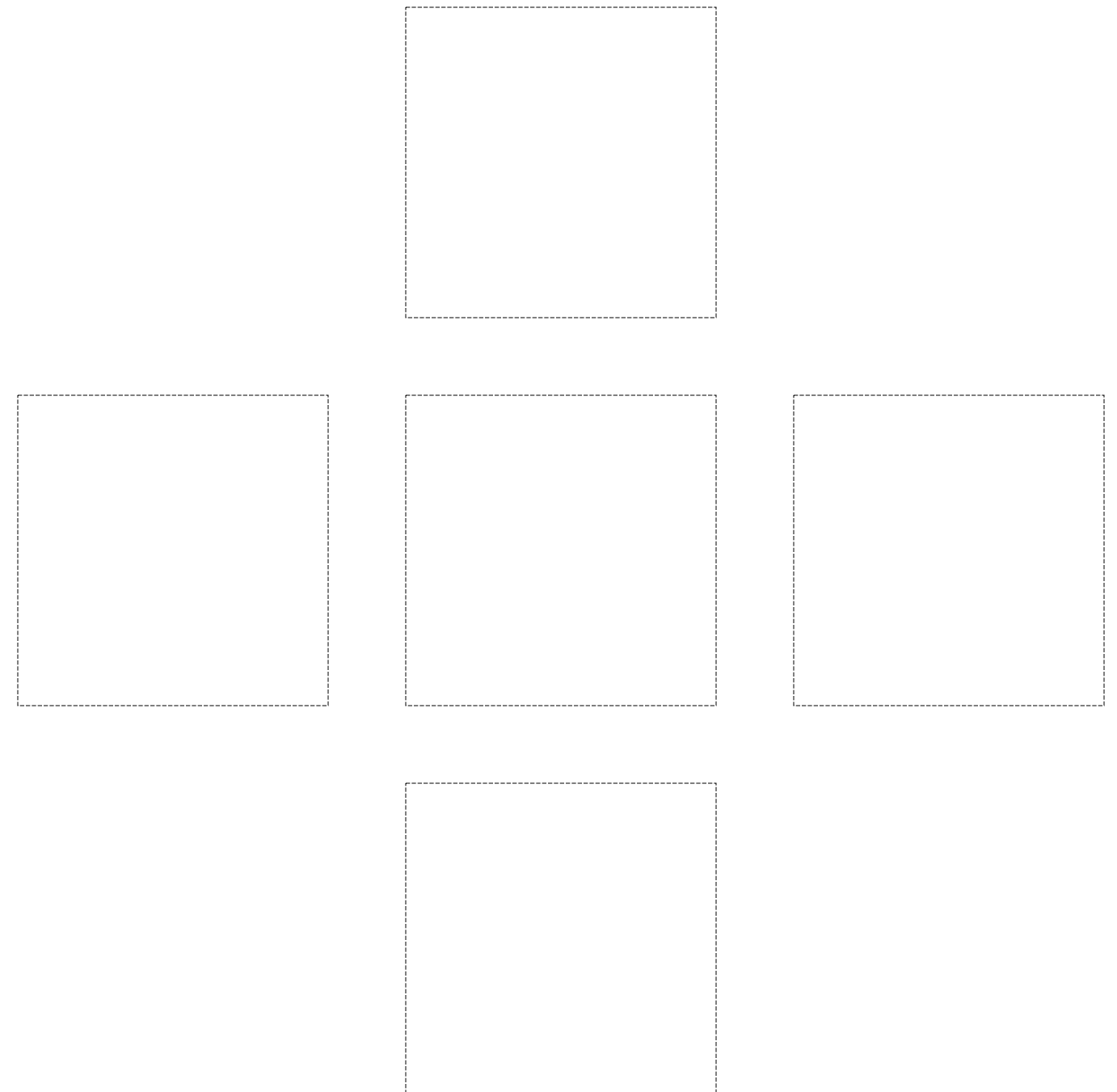
Intersect

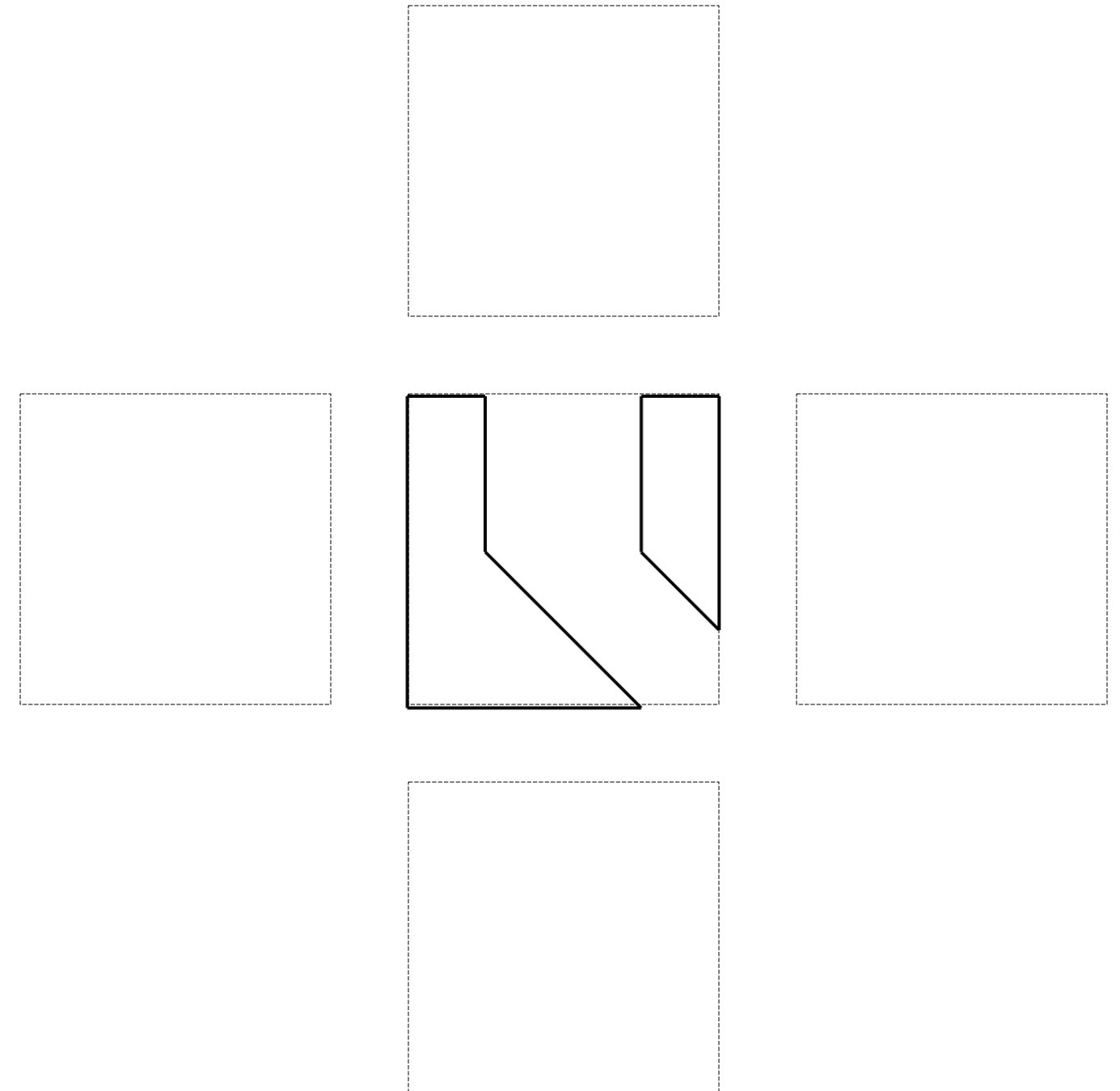
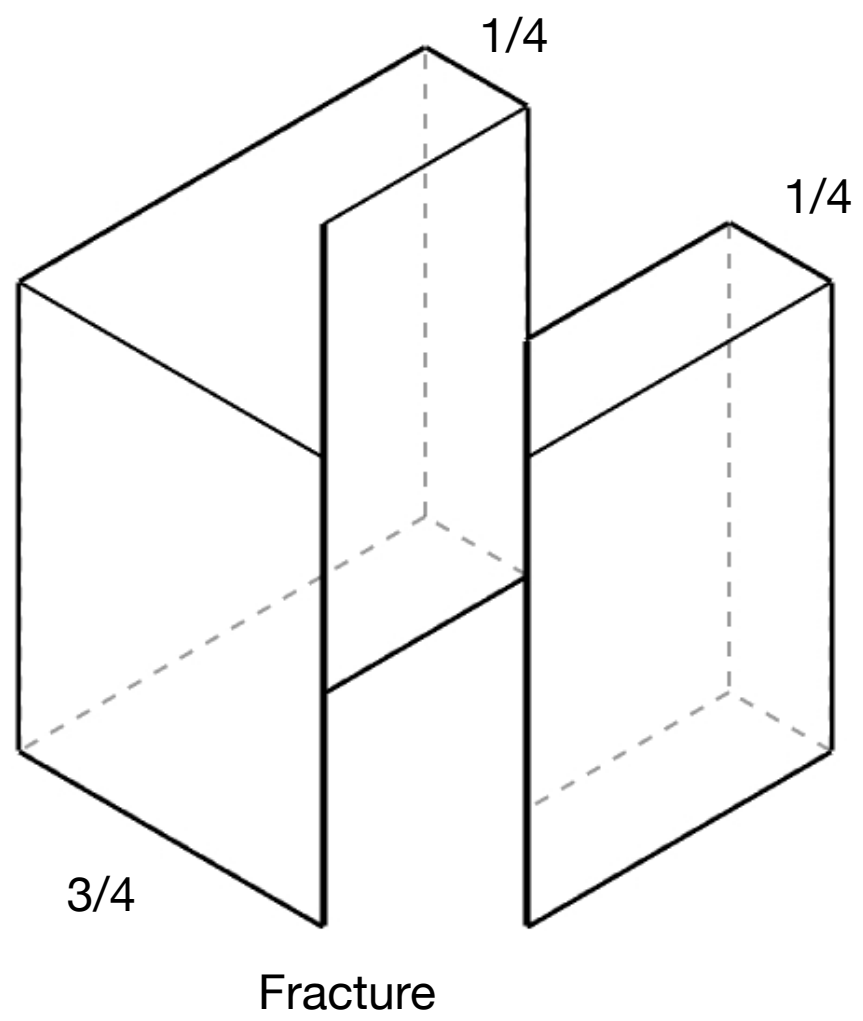


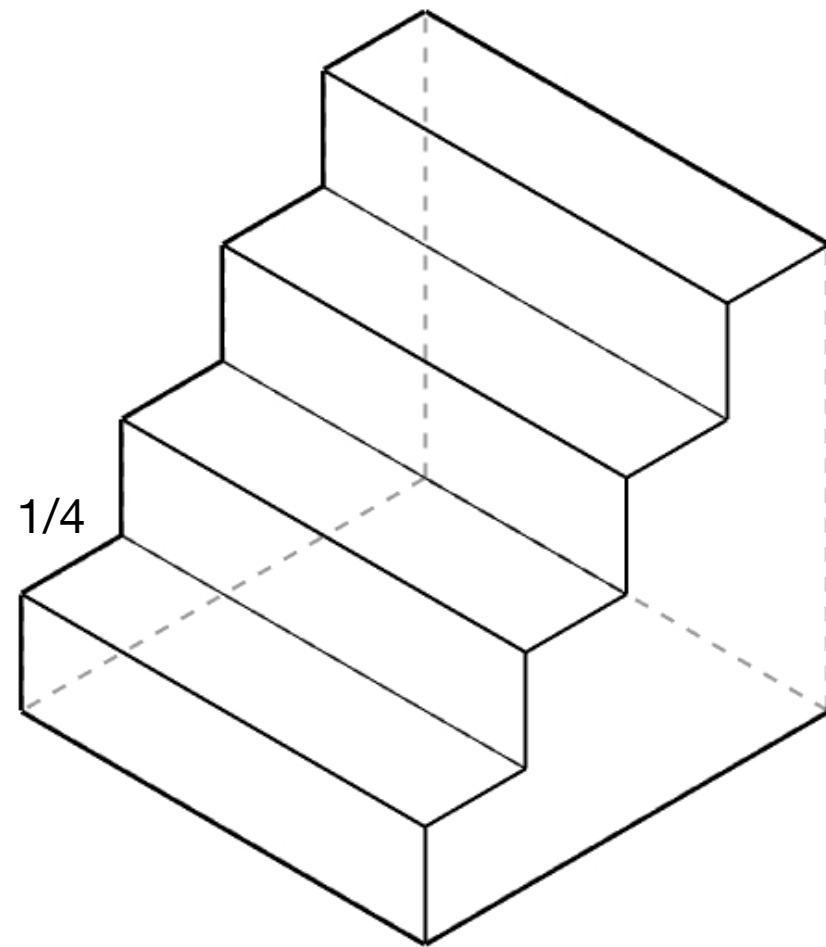




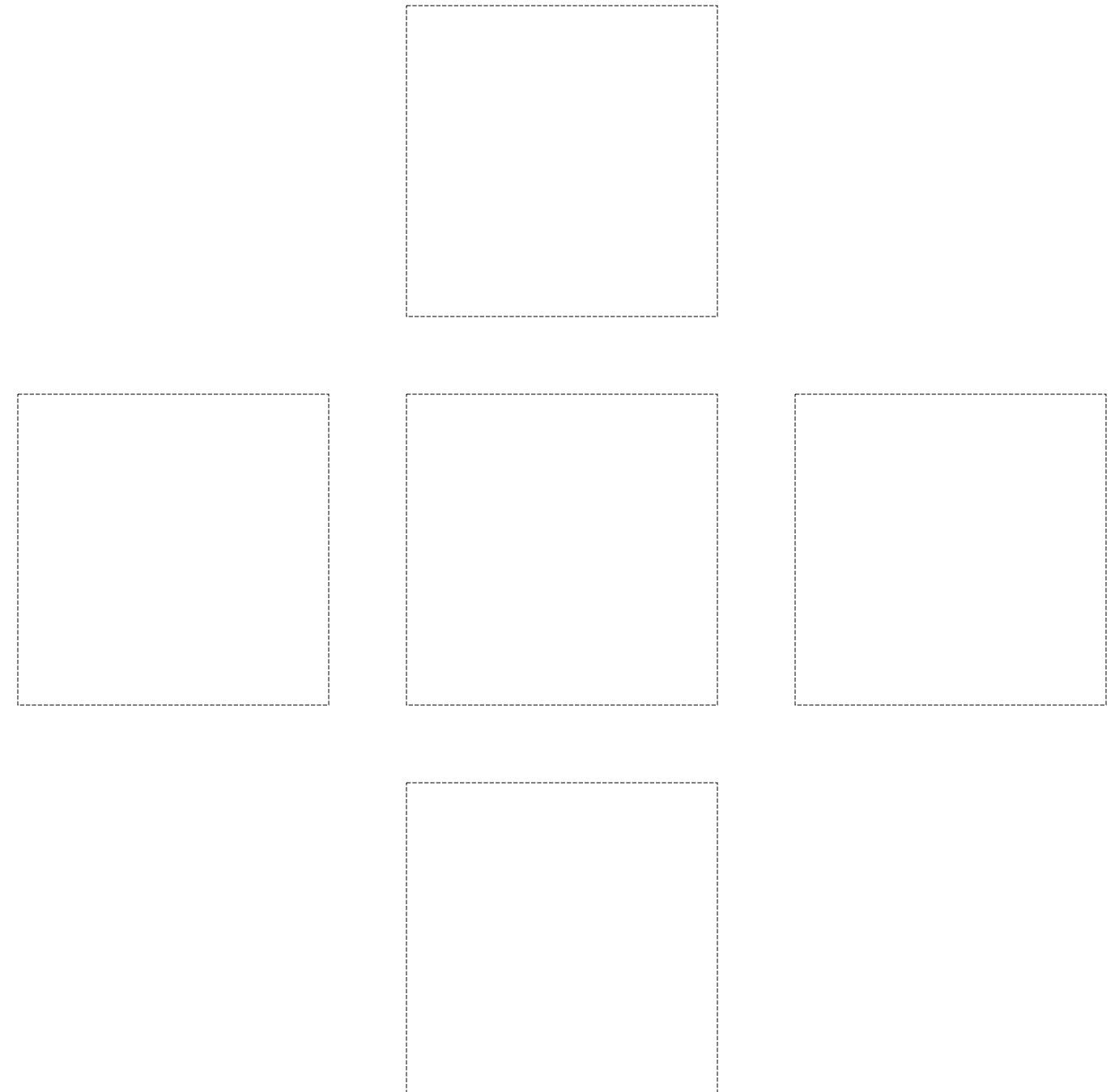
Carve

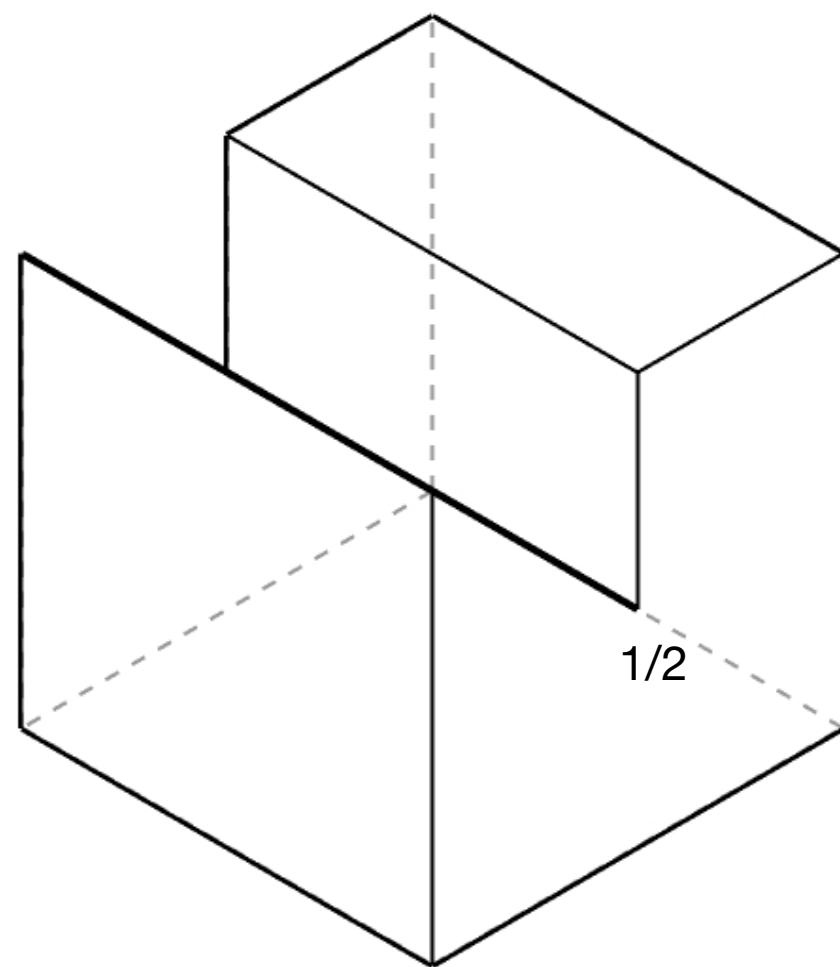






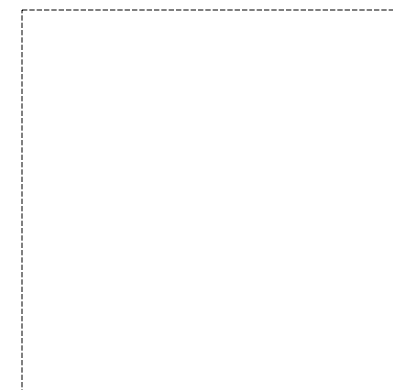
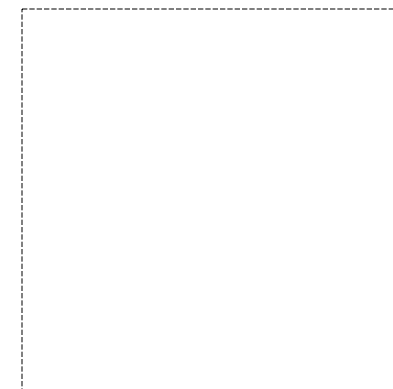
Grade

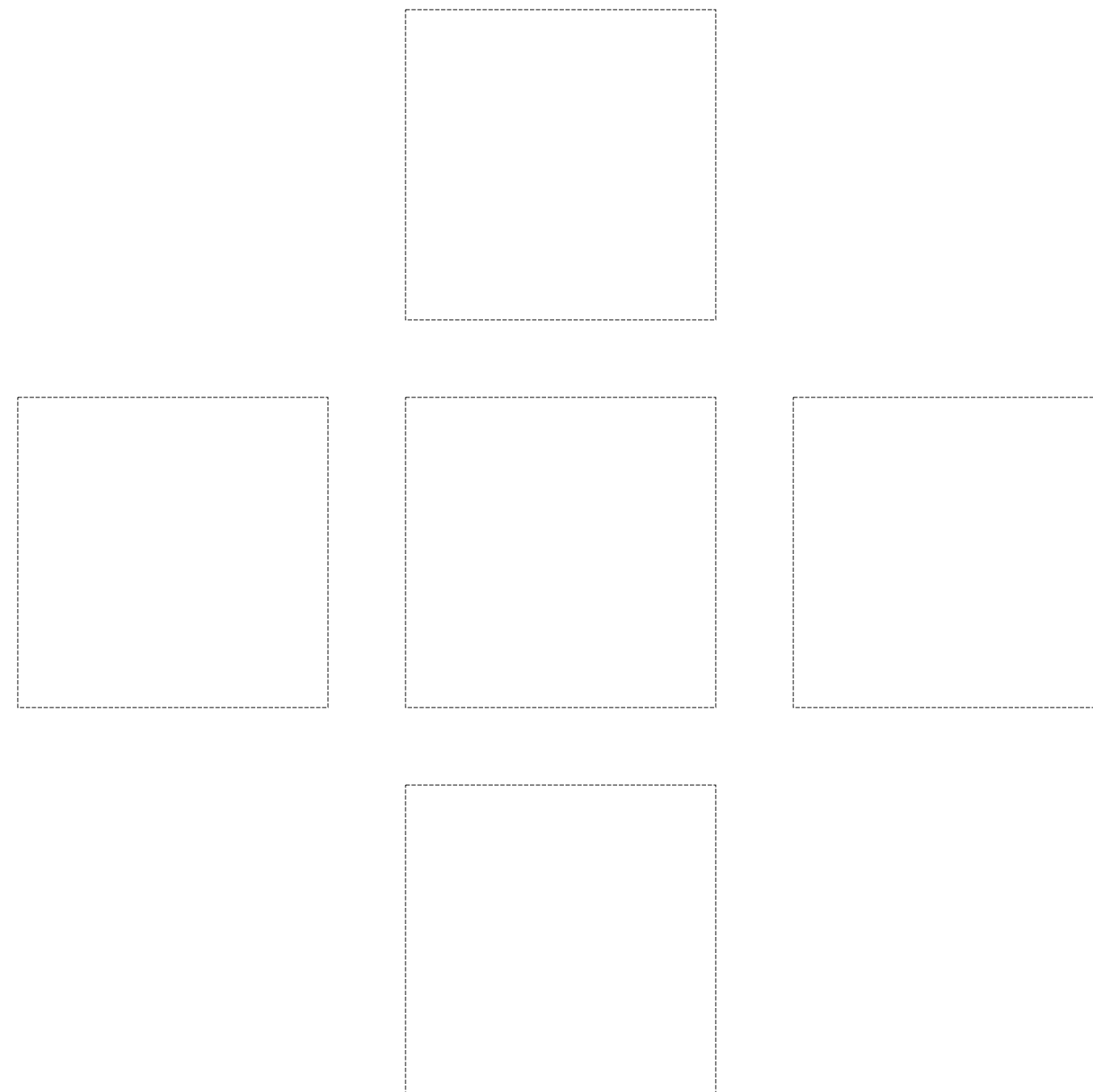
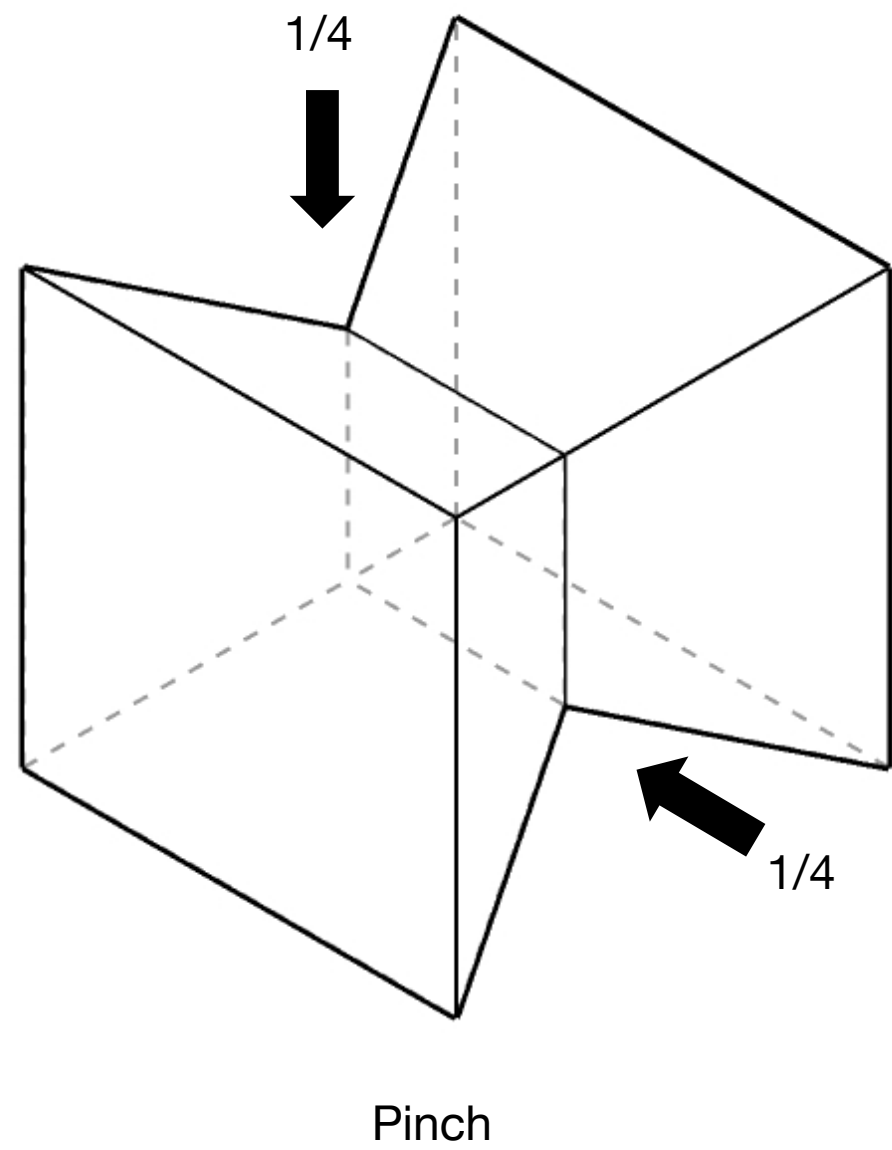


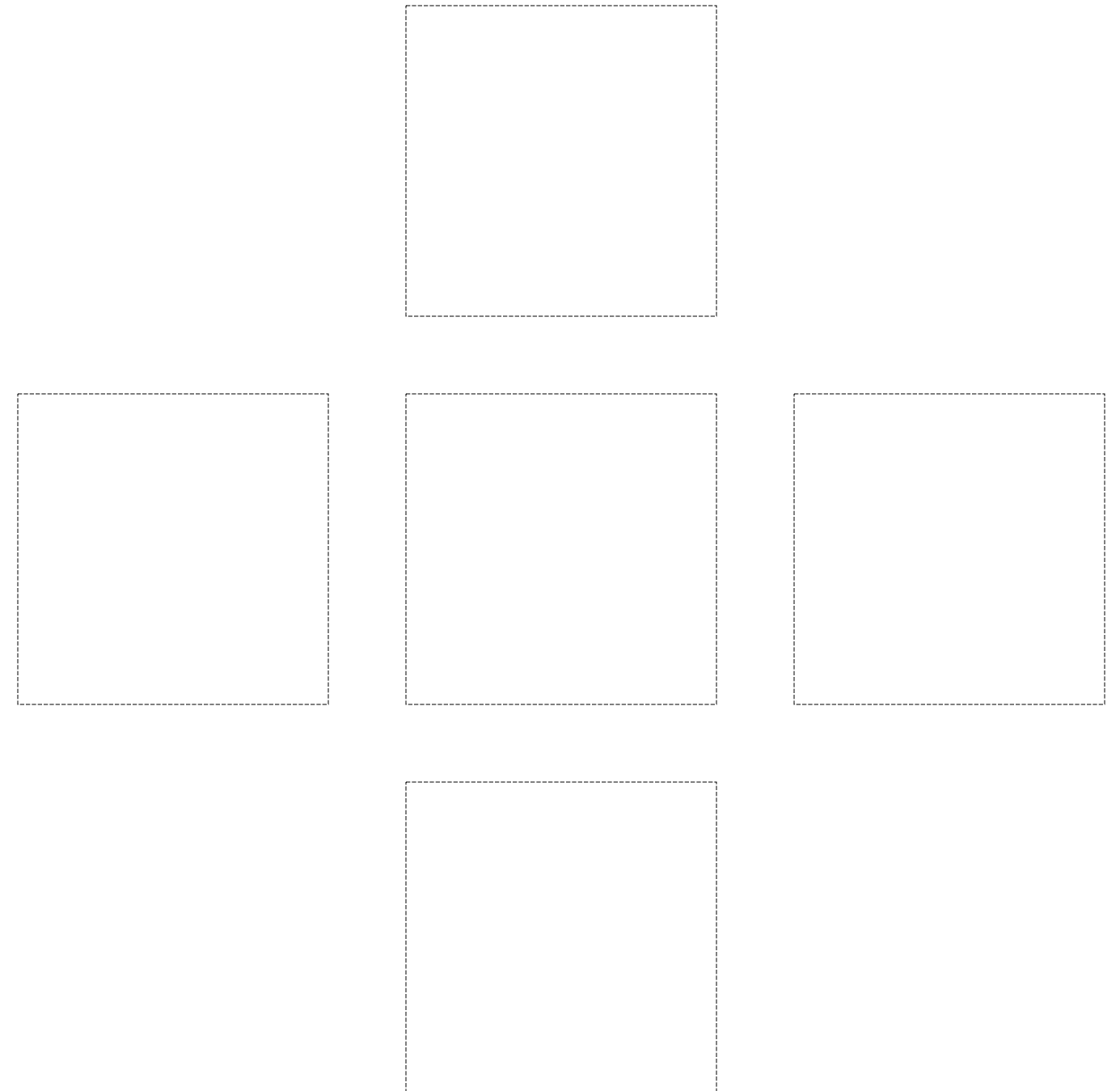
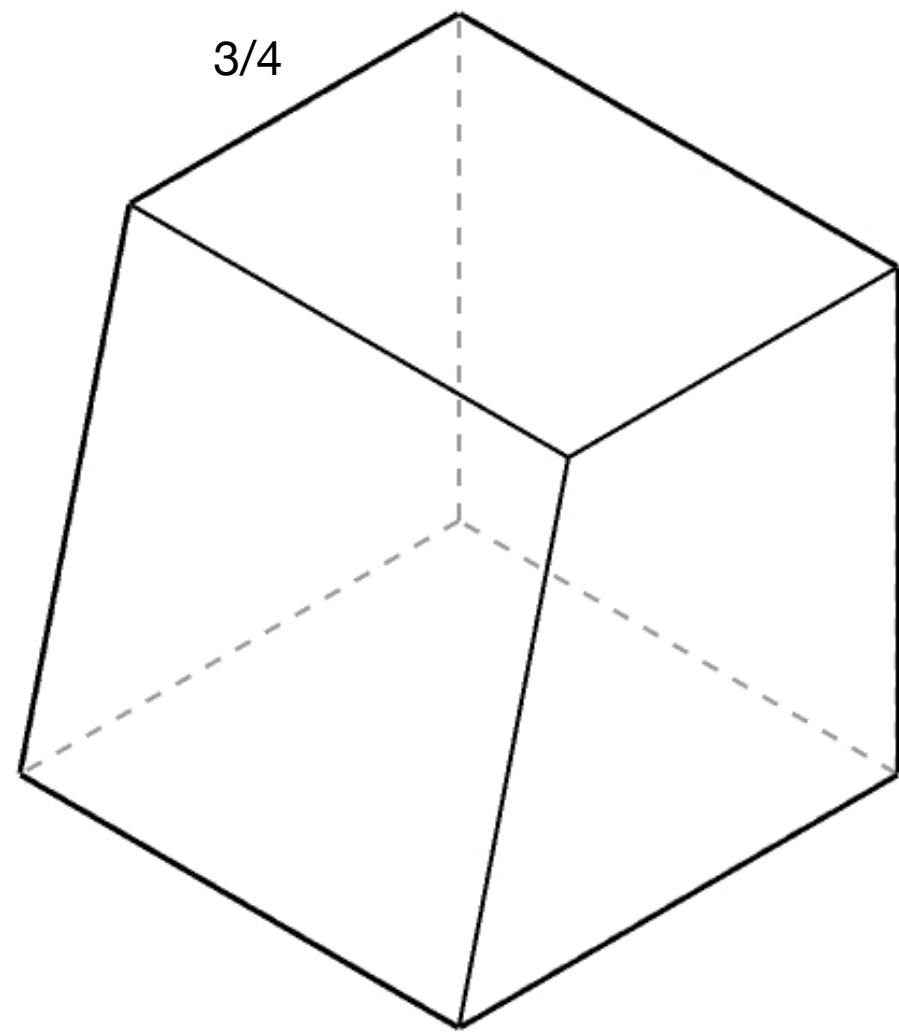


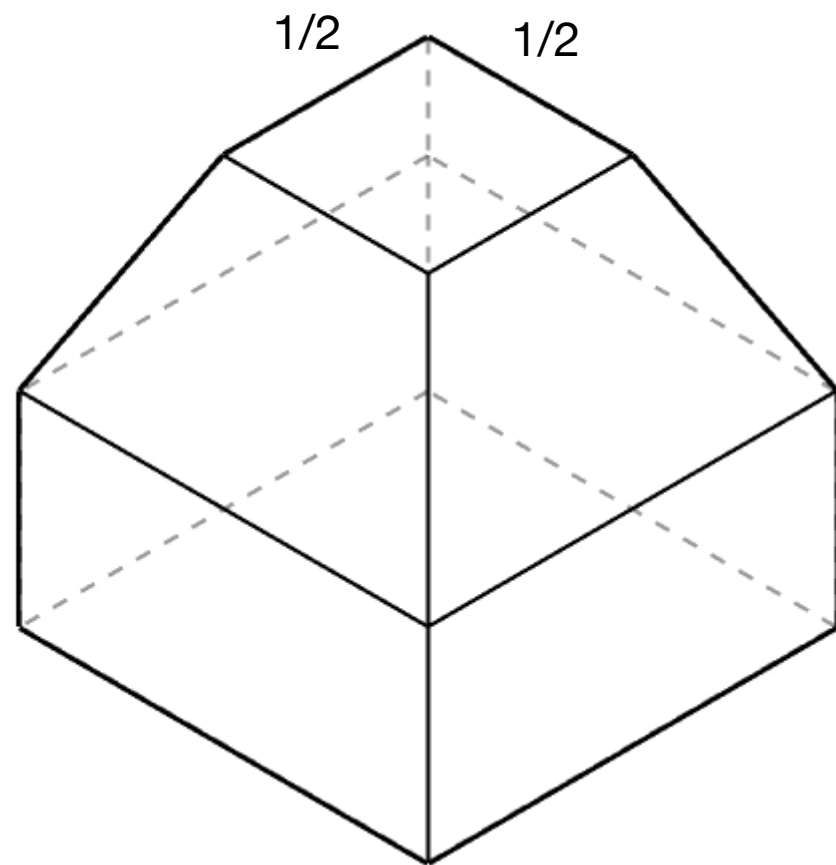
1/2

Notch









Taper

