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| Volume | **Name(s):**  |
| **3D Object** | **Length** | **Width** | **Height** | **Divide?** | **Volume of Object** |  | **Amount Added to Total Height**  |
| *Ex: Triangular Prism* | *10* | *3* | *4* | */2* | *60u3* |  | *6u (some may not add)* |
|  |  |  |  |  | **(don’t count the example)** |  | **(don’t count the example)** |
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| Before was was was, was was is. | **Total Volume:** |  |  |  |

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| Surface Area |
| **3D Object** | **Number of Rectangles** | **Area of all Rectangles****(Not always the same)** | **Number of Triangles** | **Area of all triangles** **(Not always the same)** | **Total Surface Area** |
| *Ex: Triangular Prism* | *3* | *(10 x 3) + (10 x 4) + 10 x**5) = 120* | *2* | *(*$\frac{3 x 4}{2}$*) x 2= 12* | *132u2* |
|  |  |  |  |  | **(don’t count the example)** |
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|  | **PEP PEP**  |  | **Total Surface Area** |  |