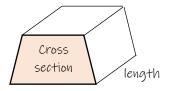
# 48 Maths Knowledge Organiser Topic 13: Volume and Surface Area

What must I be able to do?	Key vocabulary	
New content:  Find the surface area of cubes, cuboids. prisms, cylinders, and composite solids  Mathswatch G21b and G25b	Surface Area	The <u>total area</u> of all <u>faces</u> on the outside of a 3D shape. This is also the total area of the net of the shape.
☐ Find the Volumes of cubes and cuboids, prisms, cylinders and composite solids	Volume	The <u>amount of space</u> that an object occupies.
<ul> <li>➤ Mathswatch G21a and G25a</li> <li>□ Convert between cm³ and m³</li> </ul>	Composite solid	A 3D shape created by <u>combining</u> other <u>3D shapes</u> together.

### Volume of prisms

Volume of a prism = area of cross section x length



# Converting units of volume

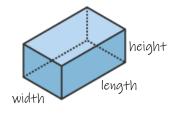
Do the length conversion 3 times, once for each dimension.

 $1 \text{ m}^3 = 1 \text{ m} \times 1 \text{ m} \times 1 \text{ m} = 100 \text{ cm} \times 100 \text{ cm} \times 100 \text{ cm} = 1,000,000 \text{ cm}^3$ 

 $1 cm^3 = 1cm \times 1cm \times 1cm = 10mm \times 10mm \times 10mm = 1,000 mm^3$ 

 $1000 \text{ cm}^3 = 1 \text{ litre}$  so  $1 \text{ m}^3 = 1000 \text{ litres}$ 

#### <u>Cubes/cuboids</u>



Volume = length x width x depth

Surface area:

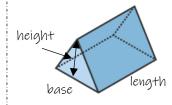
Front + back: length x height x 2 (rectangles)

Side + side = width x height x 2 (rectangles)

Top + bottom = length x width x 2 (rectangles)

Total surface area is these 3 added together.

### Triangular prisms



Volume =  $\frac{\text{base x perpendicular height}}{2}$  x length

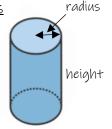
Surface area:

Area of the 2 triangles (  $\frac{b \times h}{2}$  for each one)

Area of the three rectangles (note that they may all be different!)

Total surface area is all 5 faces added together.

# Cylinders



Volume =  $\pi$  x radius squared x height

 $=\pi r^2 h$ 

Surface area:

Top + bottom: Area of circle x 2

Curved surface area = area of rectangle

Total surface area is both added together.

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

The curved surface area is the rectangular part of the net of a /cylinder. It has a length equal to the circumference of the circle at the top of the cylinder and a height equal to that of the cylinder.