

| Area |  |  |
| :---: | :---: | :---: |
| Shape | Dimensions | Area formula |
| Square |  | $a^{2}$ |
| Rectangle |  | ${ }^{\text {b }}$ |
| Parallelogram |  | ${ }^{\text {bhperp }}$ |
| Triangle |  | $\frac{b h_{\text {perp }}}{2}$ |
| Trapezium |  | $\frac{(a+b) h_{\text {perp }}}{2}$ |
| Circle | $\rightarrow r$ | $\pi r^{2}$ |
| Sector | $\xrightarrow{\stackrel{r}{\leftrightarrows}}$ | $\frac{\theta}{360} \pi r^{2}$ |


| Area |  |  |
| :---: | :---: | :---: |
| Shape | Dimensions | Area formula |
| Compound shape | Strategy 1 <br> Solit into <br> shapes Strategy 2 <br> Shadee drea <br> $A$ $B$ <br>  $B$ | Strategy 1 <br> Split into shapes <br> $A_{\text {area }}+B_{\text {area }}$ <br> Strategy 2 <br> Shaded area <br> $A_{\text {area }}-B_{\text {area }}$ |
| Surface Area |  |  |
| Shape | Dimensions | Surface area formula |
| $\begin{aligned} & \text { General idea } \\ & \text { for all } \\ & \text { shapes } \end{aligned}$ |  | Calculate the area of each face on the shape. Add the up all the areas |
| Cylinders |  | $2 \pi r^{2}+\pi D h$ |
| Cones |  | $\pi r^{2}+\pi r l$ |
| Spheres | $\rightarrow$ | $4 \pi r^{2}$ |



| Shape | Dimensions | Perimeter formula |
| :---: | :---: | :---: |
| General idea for all <br> foral <br> shapes |  | Add up all the side lengths around the shape |
| Arcs |  | $\frac{\theta}{360} \pi D$ |

## Converting VOLUME Units

VOLUME is how much 3D space is occupied, and is measured in cubes.
VOLUME consists of Cube Units, so we need to CUBE all our Lengths.


VOLUME conversions use powers of 3 , and usually create very large results. $3 \mathrm{~m}^{3}=? \mathrm{~cm}^{3} \quad$ Need to $\times 100^{3} \quad 3 \times 100 \times 100 \times 100=3000000 \mathrm{~cm}^{3} \sqrt{ }$

