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| **Building 3-D Objects from their Views** |
| Identifies 3-D objects from their top, front, and side viewsThe views match Object B. | Understands that each view provides information about the shape of the objectStarting with one view, fewer objects can be built as another view is added. I altered the object by adding or moving cubes so the object matched all the given views. | Builds 3-D objects from their top, front, and side views | Applies knowledge of views to build multiple 3-D objects I used 6 cubes to build the left side view. Then added 2 cubes match the front view. So, the minimum number of cubes needed is 8. I can complete the bottom level and the object still matches the views. So, the maximum number of cubes needed is 12.  |

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| **Observations/Documentation** |
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