# **Volume and Surface Area Investigation**

For this investigation you will need access to a variety of packages with a range of shapes and sizes.

You will need to find at least **three different objects** which you can measure and then calculate both volume and surface area. Any shape will do, but these are most common:

Shape	Volume	Surface Area	
Cuboid	lwh	(Area of all faces)	w = width
Prism	cross-sectional area $ imes$ l	(Area of all faces)	l = length
Pyramid	$\frac{1}{3} \times base \times h$	(Area of all faces)	h = height
Sphere	$\frac{4}{3}\pi r^3$	$4\pi r^2$	r = radius
Cylinder	$\pi r^2 h$	$2\pi r^2 + 2\pi rh$	$l = slant \ length$
Cone	$\frac{1}{2}\pi r^2h$	$\pi r^2 + \pi r l$	Note: $r^2 + h^2 = l^2$
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For best results, pick an object, then a similarly *shaped* object of a different *size*, and a similarly *sized* object of a different *shape*. This will make it easier for you to draw conclusions from your results. However, it's not essential, as you will have the chance to compare your results with others later on in class anyway.



A *lower* ratio means the packaging is *more efficient:* it takes *less* cardboard to hold *just as much* stuff.

When you have found the surface area to volume ratio for all of your shapes, you should make a note of anything interesting you find out. Any observations you make don't have to be justified – they are just *conjectures* (things that *may* be true).

## Use the space below to record your investigation

(if you investigate more than 3 shapes, or just need extra space, feel free to use your book)

Object 1:
Name the shape & draw a diagram
with all relevant measurements:
Find the volume (include units):
Find the surface area (with units):
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Calculate the ratio $\frac{3A}{V}$ :

Object 2: Name the shape & draw a diagram with all relevant measurements:

Find the volume (include units):

Find the surface area (with units):

Calculate the ratio  $\frac{SA}{V}$ :

Object 3: Name the shape & draw a diagram with all relevant measurements:
Find the volume (include units):
Find the surface area (with units):
Calculate the ratio $\frac{SA}{V}$ :

## **Observations / Conjectures / Questions**

Make a note of anything you noticed or that you want to understand better as a result of your investigations. Remember, a conjecture doesn't have to be backed up by proof – it's just an idea that may be true (it's a tool for guiding further inquiry, nothing more).

# Volume and Surface Area Investigation SOLUTIONS

Since this was an open investigation, specific solutions for object surface areas and volumes can obviously not be given, but some examples of objects are given below:



<u>A note on units</u>

Because volume increases more rapidly than area when you make things bigger, a cubic metre does not contain 100 cubic centimetres. In fact,  $1m^3 = 100000cm^3$ , and  $1m^2 = 10000cm^2$ . For this reason, if surface area to volume ratio is measured in  $m^2$  per  $m^3$ , the values will be 100 times greater.

# Volume and Surface Area Investigation SOLUTIONS

While individual examples alone are not sufficient proof of the following results, they are beneficial in understanding and interpreting the underlying ideas.

## Key result 1: Size matters

The best way to make your packaging more efficient is to make it bigger. In general, the larger the shape, the more efficient it is.

This is because when you enlarge a shape, volume increases more rapidly than surface area.

#### Real application:

Babies are about the same shape as adults, but because they are much *smaller*, their surface area to volume ratio is *greater*, so they lose body heat much faster if they're not covered up.

Roughly speaking, a new-born infant has a surface area to volume ratio approximately 3 times that of a fully grown adult.



#### Comparing different sizes of cube, you can see volume increasing faster than surface area:



Note: Beyond a 6cm cube the ratio drops below  $1 cm^2 per cm^3$ . Eg for 10cm,  $0.6 cm^2 per cm^3$ Also, we used cubes here to make it easier to visualise, but remember this concept works for all 3D shapes, just because they are three-dimensional. When you 'double' the size of a 3D shape, you are doubling length, width and height, so you are doubling three times.

# Key result 2: Spheres rule

For a fixed size, some shapes are more efficient than others. Cubes are better than cuboids, for instance. The very best shape is a sphere, so the more like a sphere a shape looks, the more efficient it will be.

#### **Real application:**

To survive, a bubble must contain a fixed volume of air without making its surface too thin. The optimal solution is a sphere.

Similarly, since gravity is the dominant force on really large objects, it forces planets and stars to be as tightly packed as possible, making them spherical in shape. Earth is a more perfect sphere than a ping-pong ball.



Since a square is the most efficient rectangle (perimeter to area ratio), when we extend from 2D to 3D, it makes sense that a **cube** should be the most efficient cuboid.

Similarly, since circles beat polygons, **cones** are better than any other pyramid.

For the same reason, cylinders are better than any other prism.

Overall, however, the **sphere** is the most efficient 3D shape.

If we directly compare these four common shapes for a fixed volume of 1 *litre*, we get:

Cube*	Best Cone* ( $h = 3r$ )	<b>Best Cylinder</b> <sup>*</sup> ( $h = 2r$ )	Sphere*
$Vol = 1000 cm^{3}$	$Vol = 1000 cm^{3}$	$Vol = 1000 cm^{3}$	$Vol = 1000 cm^{3}$
$SA = 600 cm^2$	$SA = 610 cm^2$	$SA = 554cm^2$	$SA = 484 cm^2$
*better than any cuboid	*better than any pyramid	*better than any prism	*better than any other shape