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Module 11 Transformation of Shapes

## Lesson Objectives

- Analyze geometric patterns (e.g., tessellations, sequences of shapes) and develop descriptions of the patterns.
- Use tessellations and fractals to create geometric patterns.


## Subtopic 1 Geometric Patterns

Geometric Patterns

- $\qquad$ the pattern.
- Write a $\qquad$ or describe the pattern.
- Use the rule to find the $\qquad$ .

How many squares are in the $7^{\text {th }}$ term of the sequence?


What is the $31^{\text {st }}$ term in this sequence?


The diagram shows the first five stages as a pentagonal figure is rolled along a flat surface. Draw the figure in the $38^{\text {th }}$ stage.


## Subtopic 2 Tessellations

A tessellation is a $\qquad$  $\qquad$ of plane figures that completely covers a plane with no $\qquad$ or overlaps.

A $\qquad$ tessellation has a repeating pattern of congruent regular polygons.
$\qquad$ tessellations are tessellations of more than one type of regular polygon where the arrangement of each vertex is the same.

Create a tessellation:

- Locate $\qquad$ of one side.
- Rotate $\qquad$ about that point.
- Translate quadrilateral pairs.

Create a tessellation:

- Begin with polygon that tessellates.
- Connect midpoint to endpoint with $\qquad$ .
- Rotate new edge $180^{\circ}$.
- $\qquad$ and translate.


## NAME

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Module 11 Transformation of Shapes
Lesson 5 Tessellations

Create a tessellation:

- Begin with a polygon that tessellates.
- Draw new edge for one side.
- Copy edge to $\qquad$ side.
- Repeat for other pair of sides.
$\qquad$ to tessellate.

Tell whether each tessellation is regular, semi-regular, or neither.


Use the triangle to make a tessellation.


Use the set of regular polygons to make a semi-regular tessellation.


7 Use the quadrilateral to create a tessellation.


