## NAME

## Module 11Transformation of ShapesLesson 5Tessellations

Lesson Notes 11.5

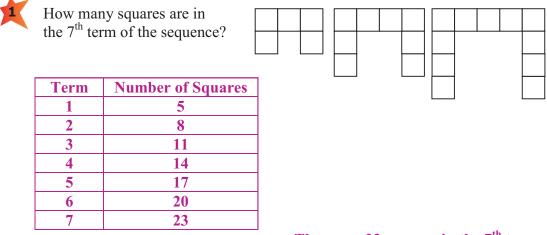
## **Lesson Objectives**

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



**Geometric Patterns** 

- **Identify** the pattern.
- Write a **rule** or describe the pattern.
- Use the rule to find the **missing term**.



There are 23 squares in the 7<sup>th</sup> term.



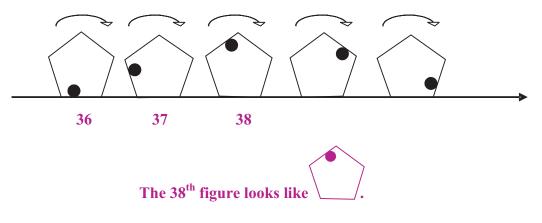
What is the 31<sup>st</sup> term in this sequence?



Multiple of 3: triangle 30<sup>th</sup> term is a triangle. 31<sup>st</sup> term is a circle.



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



## Subtopic 2

#### Tessellations

A tessellation is a <u>repeating pattern</u> of plane figures that completely covers a plane with no <u>gaps</u> or overlaps.

A <u>regular</u> tessellation has a repeating pattern of congruent regular polygons.

**Semi-regular** tessellations are tessellations of more than one type of regular polygon where the arrangement of each vertex is the same.

Create a tessellation:

- Locate <u>midpoint</u> of one side.
- Rotate <u>180°</u> about that point.
- Translate quadrilateral pairs.

Create a tessellation:

- Begin with polygon that tessellates.
- Connect midpoint to endpoint with **new edge.**
- Rotate new edge 180°.
- **<u>Rotate</u>** and translate.

## NAME

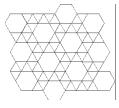
# Module 11Transformation of ShapesLesson 5Tessellations

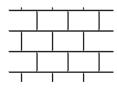
Create a tessellation:

- Begin with a polygon that tessellates.
- Draw new edge for one side.
- Copy edge to **opposite** side.
- Repeat for other pair of sides.
- <u>**Translate**</u> to tessellate.



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





Neither



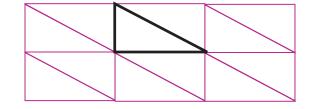
Semi-Regular





Use the triangle to make a tessellation.

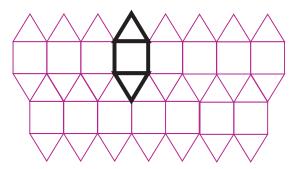
**Possible answer:** 





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

#### **Possible answer:**





Use the quadrilateral to create a tessellation.

## **Possible answer:**

