

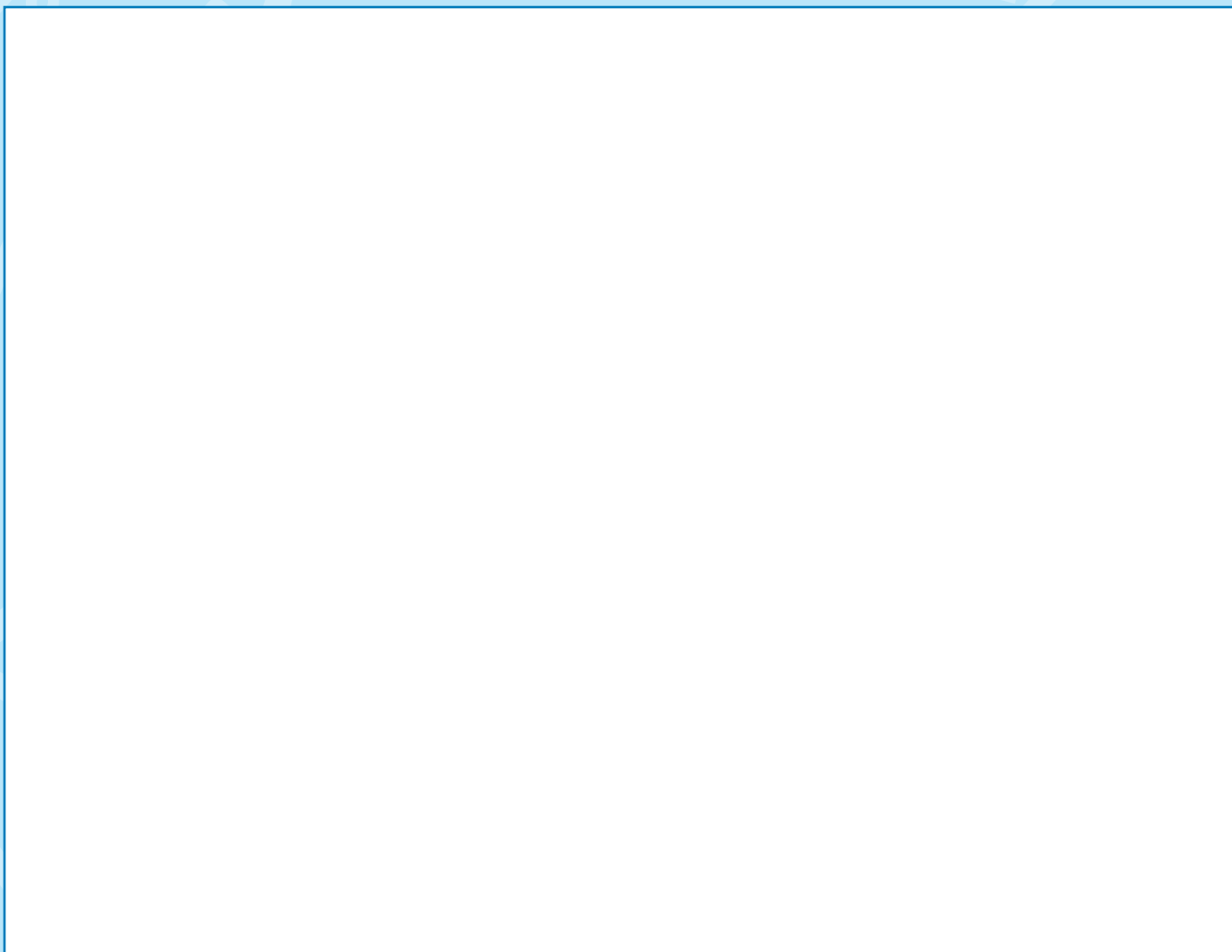
Tessellations



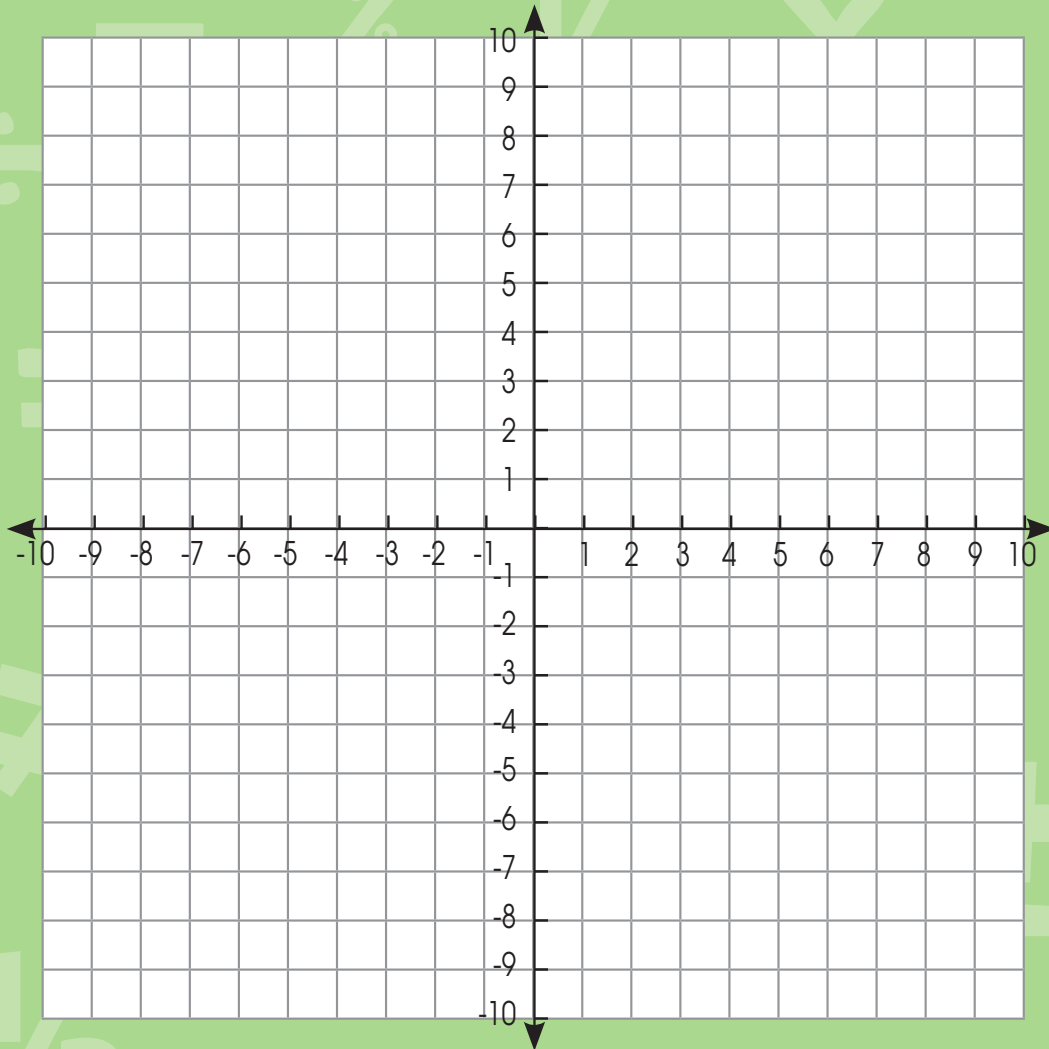
A tessellation is also known as tiling. A tessellation is made by a shape being repeated over and over again. The shapes fit together without any overlapping or gaps. A tessellation can also be made by repeating a design made by interlocking regular polygons. (Remember, a regular polygon has sides of the same length.)



Create a tessellation using pattern blocks. Trace around each block used to make the tessellation.



Coordinate System



Plot the following coordinates. Connect each dot in order.

A	-2,2
B	0,9
C	2,2
D	9,2
E	4,-2

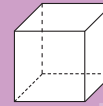
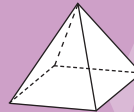
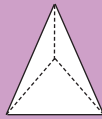
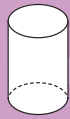
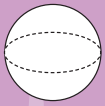
F	6,-9
G	0,-5
H	-6,-9
I	-4,-2
J	-9,2

Polyhedrons and Platonic Solids



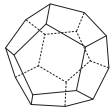
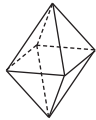
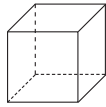
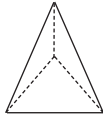
Poly means “many” and **hedron** means “face”. A polyhedron is a solid with only flat faces.

Circle the solid shapes that are polyhedrons.



There are five platonic solids. To figure out if a shape is a platonic solid, add the number of faces (F) and vertices (V), and subtract the number of edges (E). If the answer is two, the figure is a platonic solid.

$$F + V - E = 2$$

Shape		Faces (F)	Vertices (V)	Edges (E)	F+V-E =	Is it a Platonic Solid?
Dodecahedron						
Octahedron						
Cube						
Tetrahedron (Triangular Pyramid)						
Icosahedron	