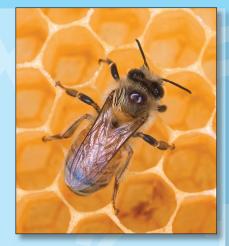
#### **Tessellations**

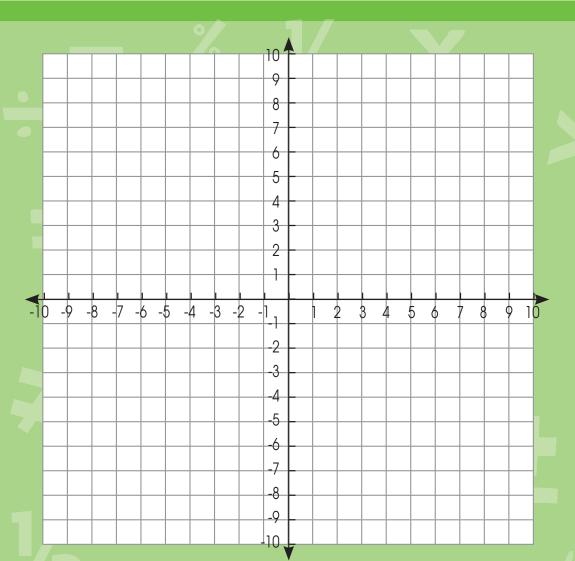
A tessellation is also known as tiling. A tessellation is made by a shape being repeated over and over again. The shapes fit together without any overlapping or gaps. A tessellation can also be made by repeating a design made by interlocking regular polygons. (Remember, a regular polygon has sides of 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
В	0,9
С	2,2
D	9,2
E	4,-2

F	6,-9
G	0,-5
Н	-6,-9
ı	-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					

## **Transformations**

#### Transform each shape.

	Reflection	Translation
0 0		

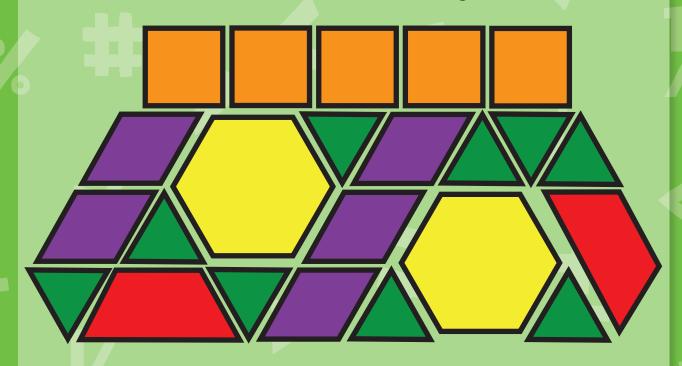
Reflection	Translation	

### **Pattern Blocks**

a) Identify the different pattern block shapes seen in the design below by drawing or placing them beside their names. Write the number of times the shape is used.

Hexagon \_\_\_ Rhombus \_\_ Square \_\_

Trapezoid \_\_\_ Triangle \_\_\_



b) Cut out the different pattern blocks and arrange them on the mini poster. Using the same pattern blocks, arrange them into other shapes and designs.

# Reflection, Rotation, Translation and Enlargement

Describe the transformation (reflection, rotation, translation, and enlargement) needed to make the first shape look like the second shape.

Transformation

	Transformation
$\sim \sim$	
$\bigcirc$	
X X	