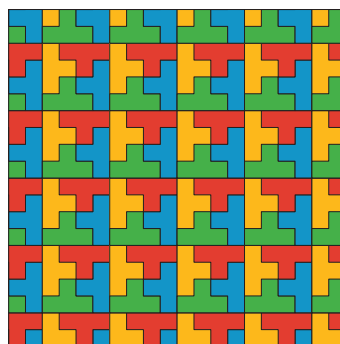
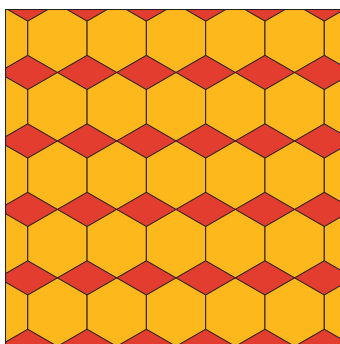
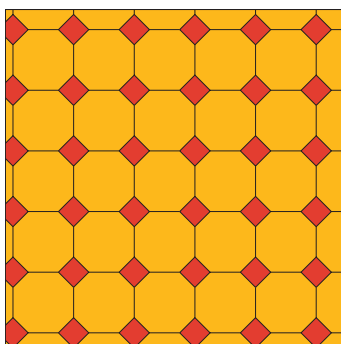
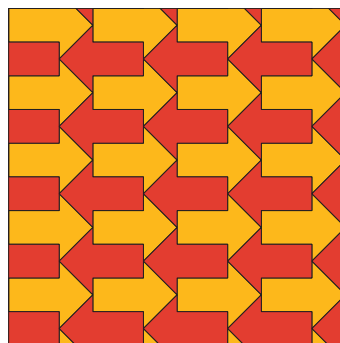
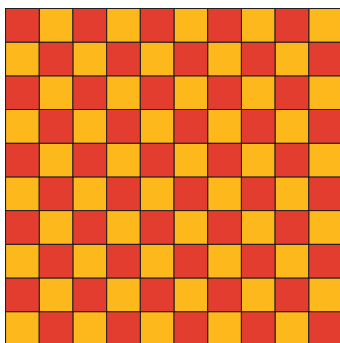
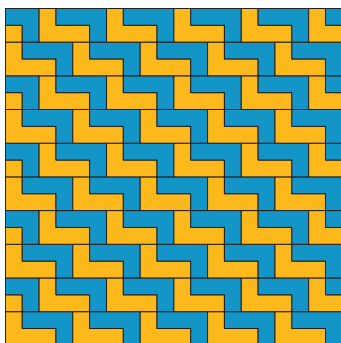


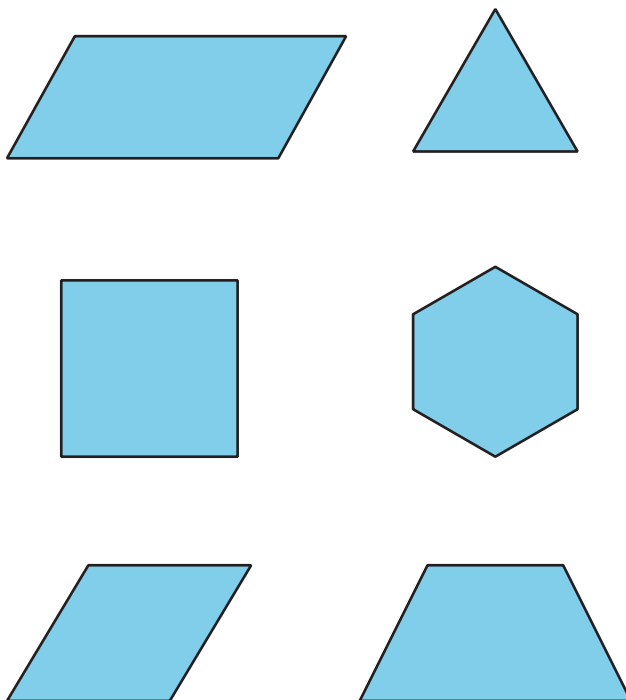
# Tessellations of the Plane

Let's explore geometric patterns!

## 1.1 Notice and Wonder: Polygon Patterns

What do you notice? What do you wonder?





1. Pick one of the shapes. Create a **tessellation** by tracing copies of your shape. Make sure to use the same shape as your partner.

2. Compare your tessellation to your partner's. How are they similar? How are they different?
  
3. If possible, make a third tessellation (that is different from the ones you and your partner already created) of the plane with your shape. If not possible, explain why it is not possible.



## 1.3

# Describing a Tessellation

1. You and your partner each have a card with a tessellation. Describe what is on your card so that your partner can produce the tessellation. (This should be done so that you cannot see your partner's work until it is complete.)
2. Check together to see if your partner's tessellation agrees with your card and discuss any differences.
3. Change roles so your partner describes a tessellation, which you try to produce.
4. Check the accuracy of your construction and discuss any discrepancies.

