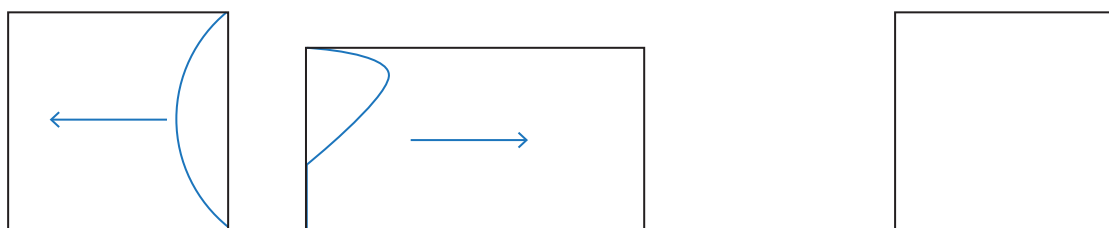


Translate the curves of each square, rectangle, rhombus, or parallelogram. Shade your new figure, cut it out and stick it in your book.

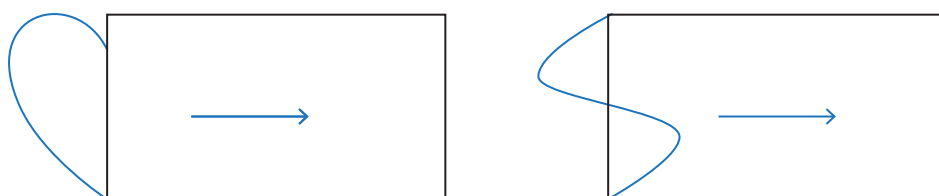
There are two shapes you can make your own translating tessellation with.

1. Take a “nibble” and slide across.

Make your own.

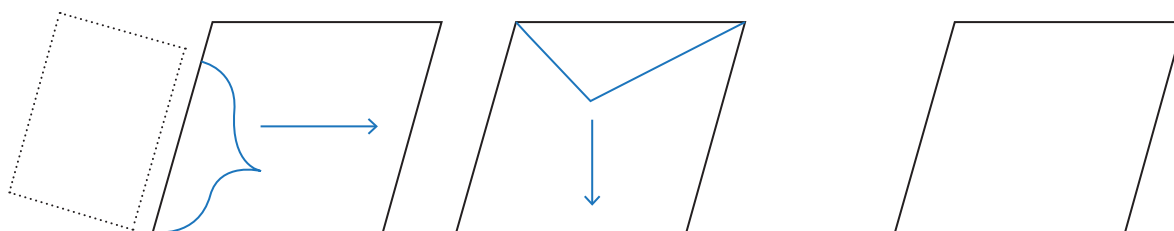


Adjusting a side and sliding across.

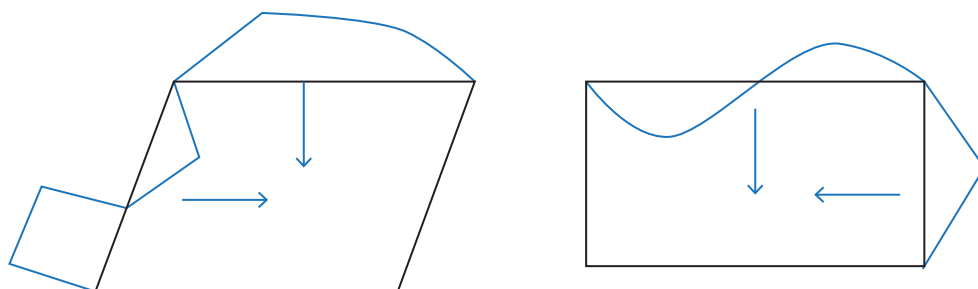


2. Take a “nibble” and slide across.

Make your own.

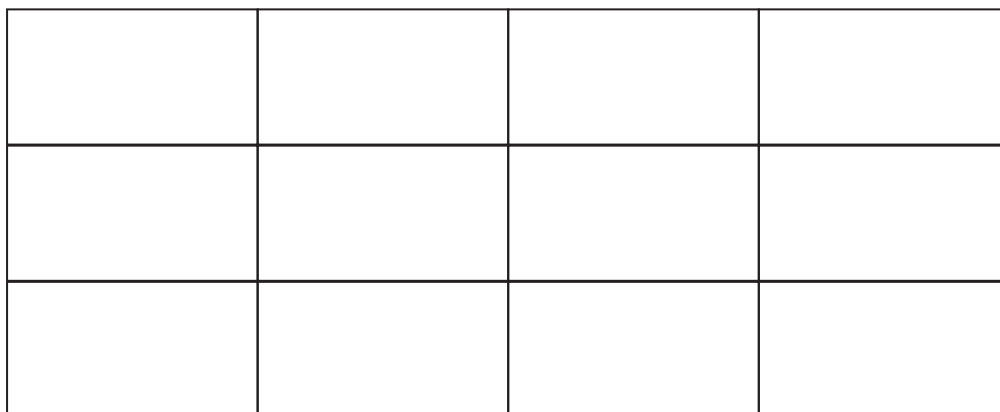
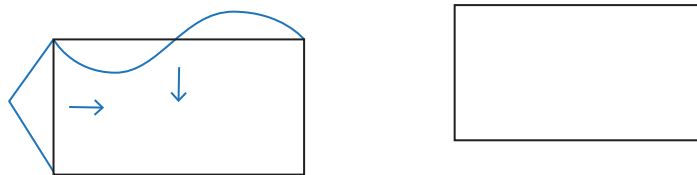
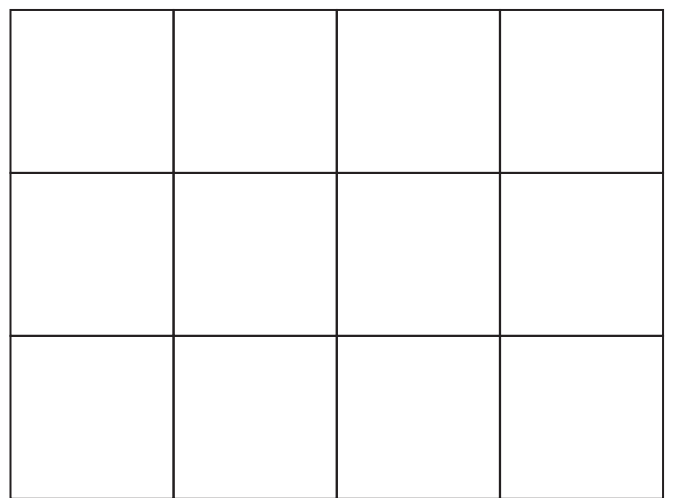
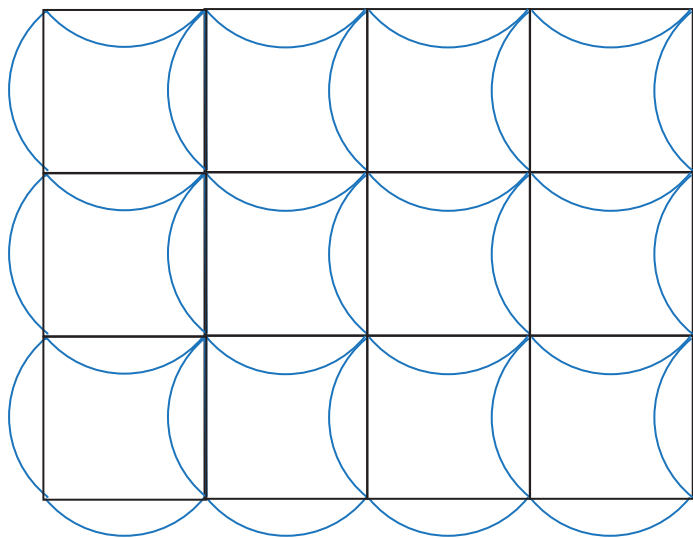


Adjusting a side and sliding across.



Construct the tile by translating the curves across each quadrilateral. Shade your tile and then use the grid to show how the tile tessellates.

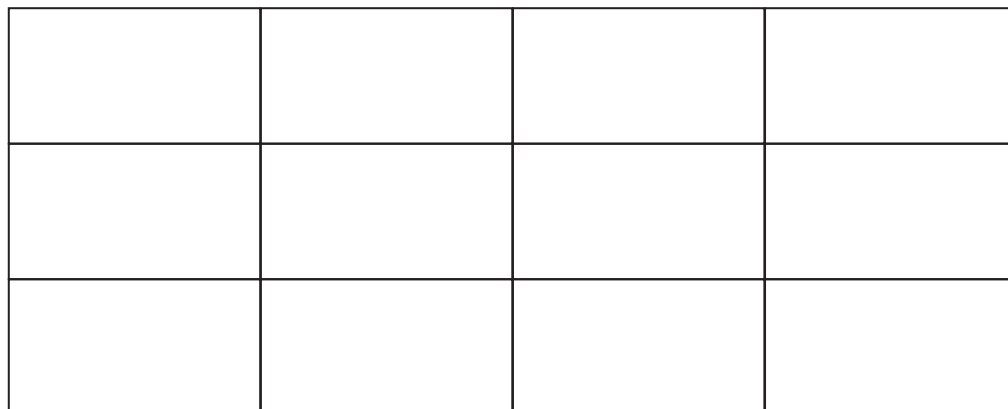
Show the distance and direction of the translations on your finished tessellation.



Alter one side of the rectangular cell on the left. Translate the altered side to the opposite side of the cell. Shade your tile.

Use the grid to show your tile tessellates.

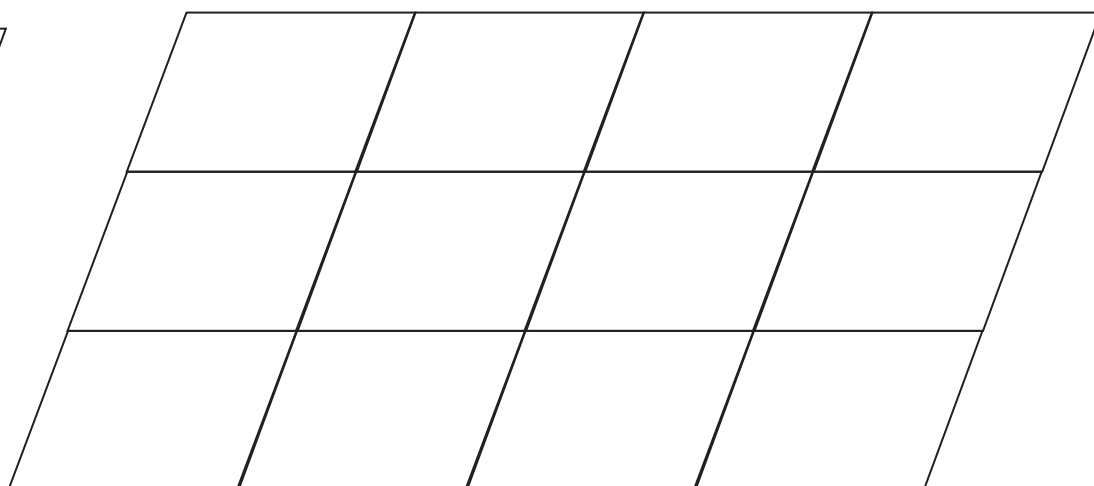
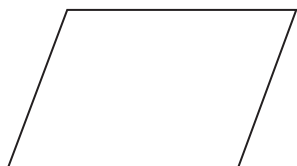
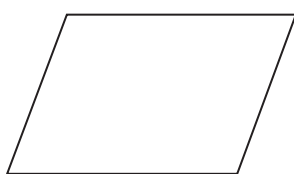
Show the distance and direction of the translations on your finished tessellation.



Alter two adjacent sides of the parallelogram on the left. Translate the altered sides to the opposite sides of the cell. Shade your tile.

Use the grid to show your tile tessellates.

Show the distance and direction of the translations on your finished tessellation.



Alter sides **AB**, **BC** and **CD**. Translate the alterations to their opposite sides. Shade your tile.

Use the grid to show your tile tessellates.

Show the distance and direction of the translations on your finished tessellation.

