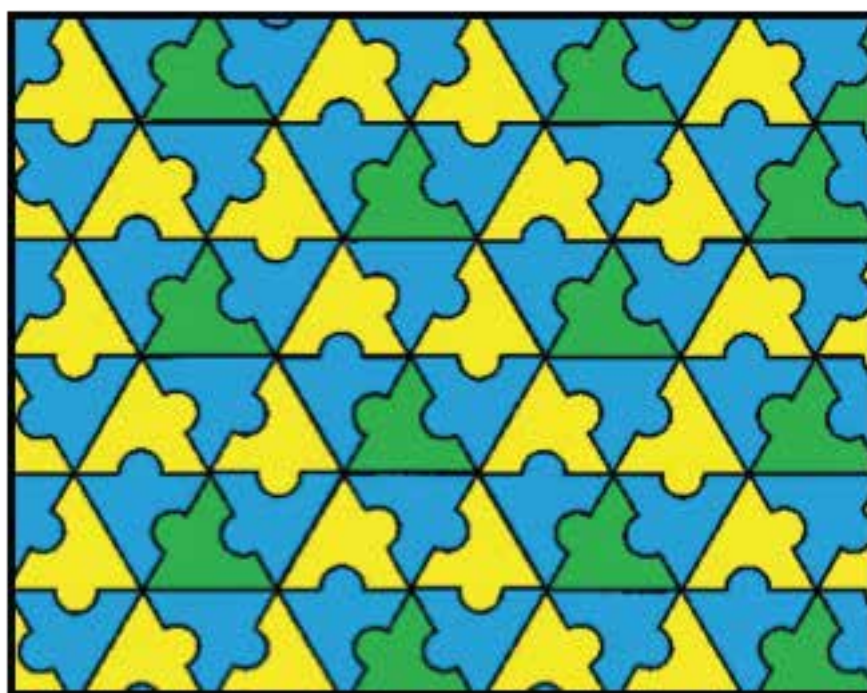
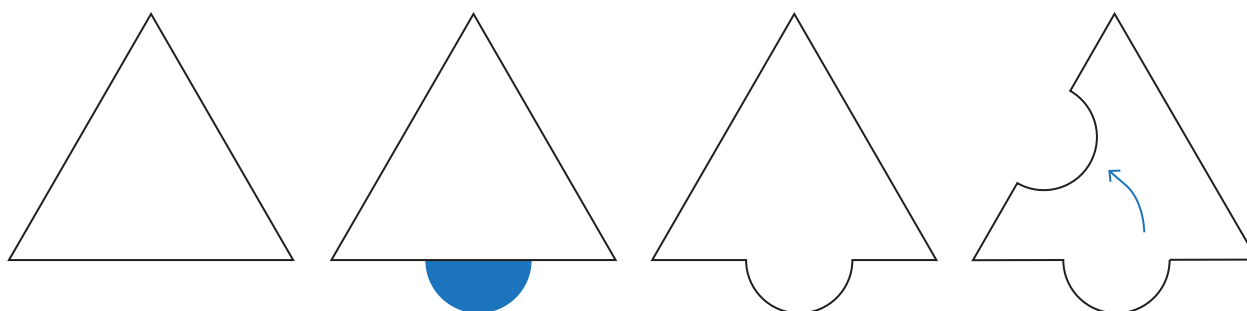
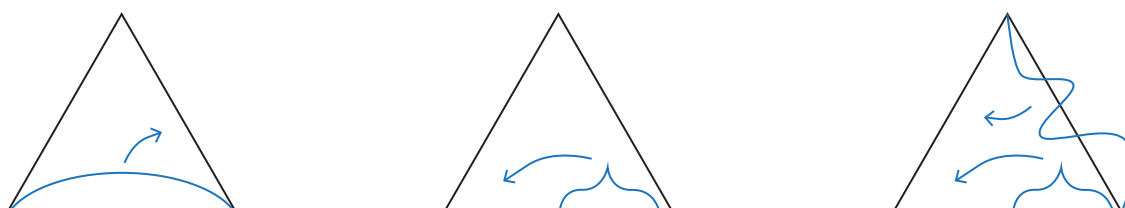


Alter one side of the triangle. Rotate the altered side.
Create a tessellation with the tile you have created.

Note that the point of rotation is at a vertex of the shape.



You could also try rotating around the midpoint of one side, or a combination of the two. Try completing the three triangles below. Shade in the resulting tile.

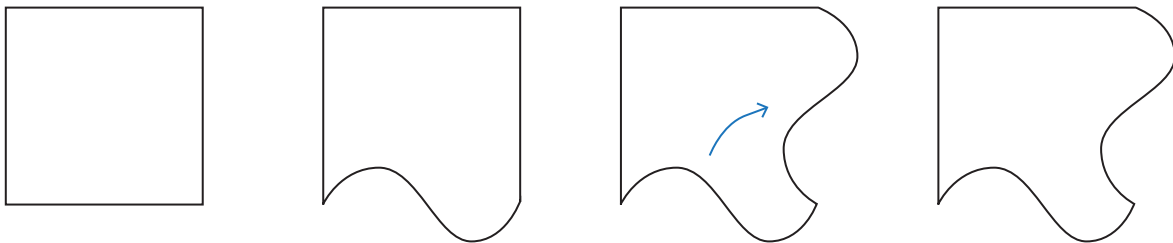


Start with a quadrilateral which has at least one pair of adjacent sides that are equal. There are three types of quadrilateral that fit this requirement.

See if you can draw them:

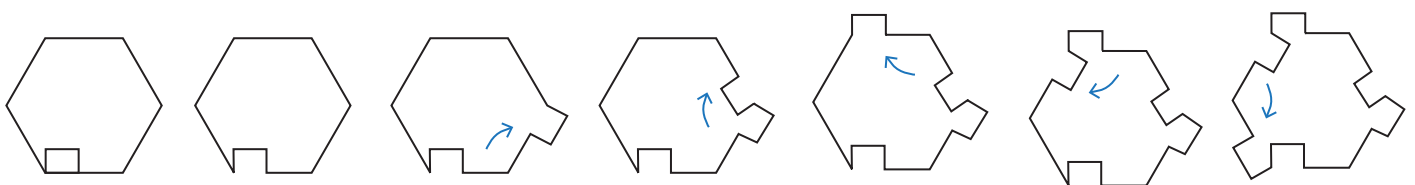
Altering One Side

Draw your quadrilateral. Alter one side of the quadrilateral. Rotate the altered side. Create a tessellation with the tile you have created.



Altering More Side

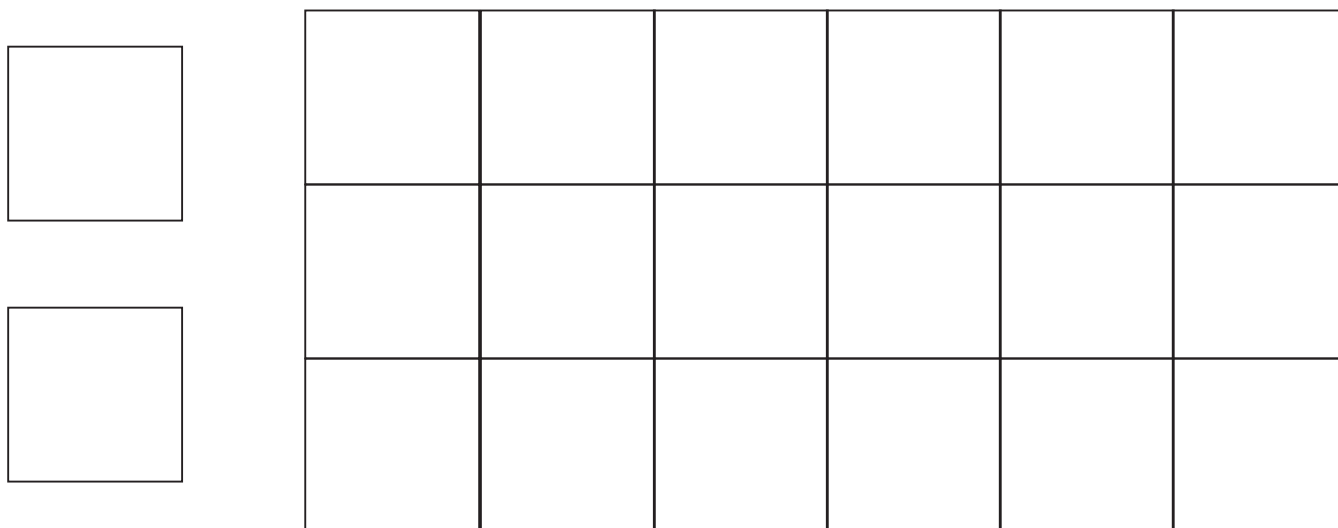
An alteration can be rotated around any regular tessellating polygon. You can keep the same alteration or change it for each pair of sides.



Alter two sides of the basic cell on the left. Rotate the altered sides to the adjacent sides of the cell. Shade in your tile.

Use the grid to show that your tile tessellates.

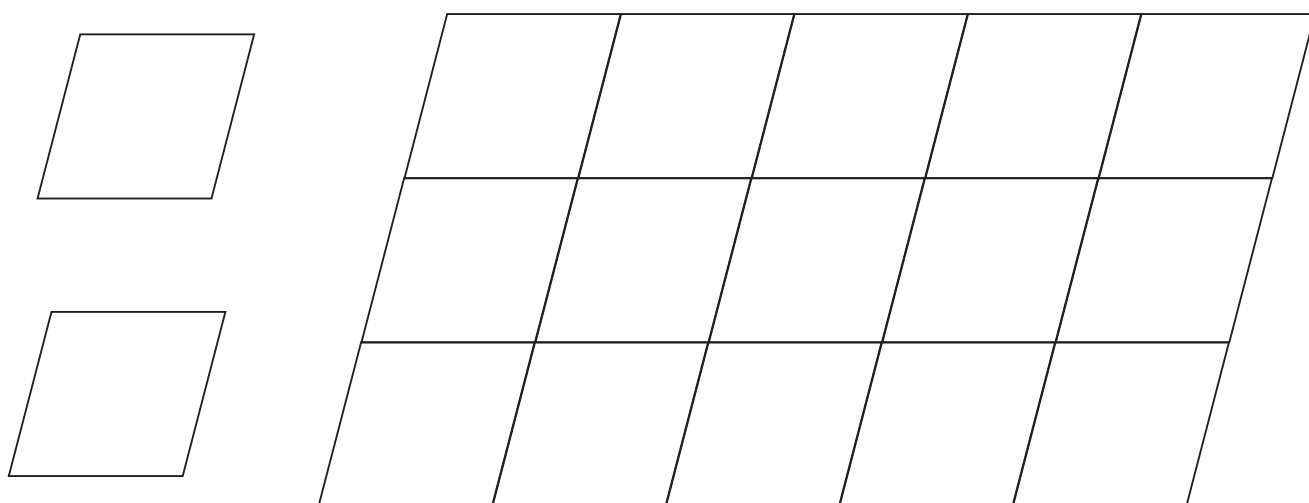
Describe the transformations in your tessellation (rotations and translations).



Alter two sides of the rhombus on the left. Rotate the altered sides to the adjacent sides of the cell. Shade in your tile.

Use the grid to show that your tile tessellates.

Describe the transformations in your tessellation (rotations and translations).



Alter sides **AB**, **BC** and **CD**. Rotate the altered sides to the adjacent sides of the cell. Shade in your tile.

Use the grid to show that your tile tessellates.

Describe the transformations in your tessellation (rotations and translations).

