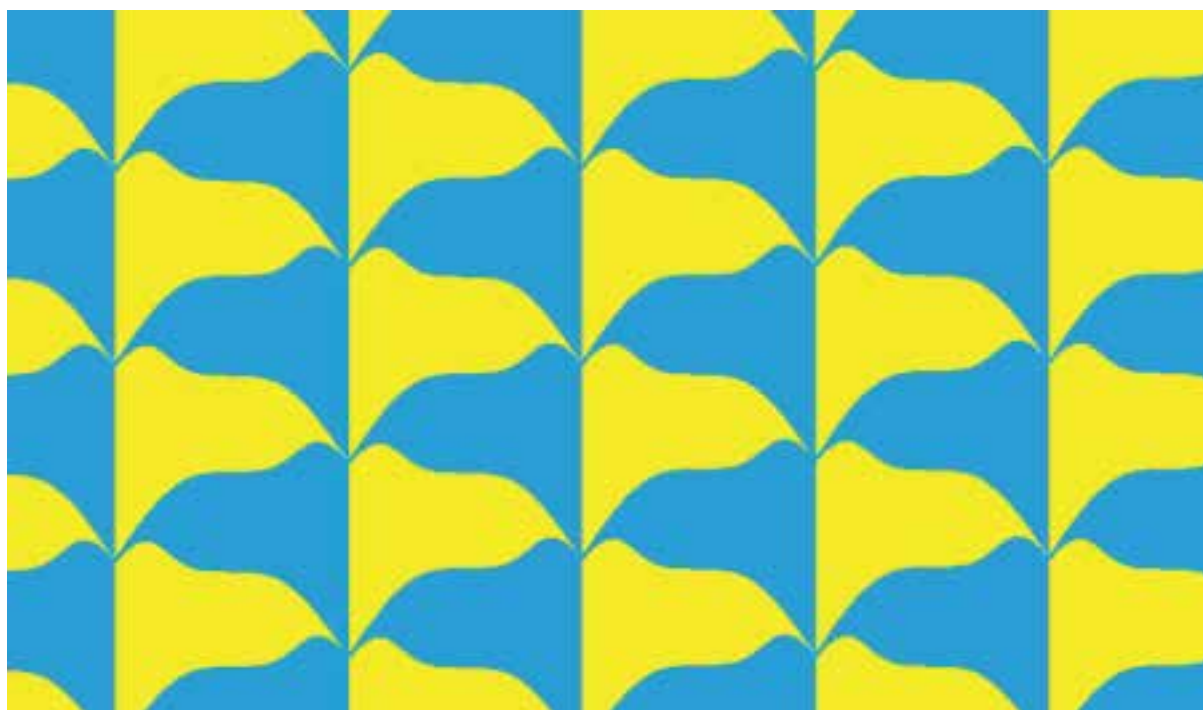
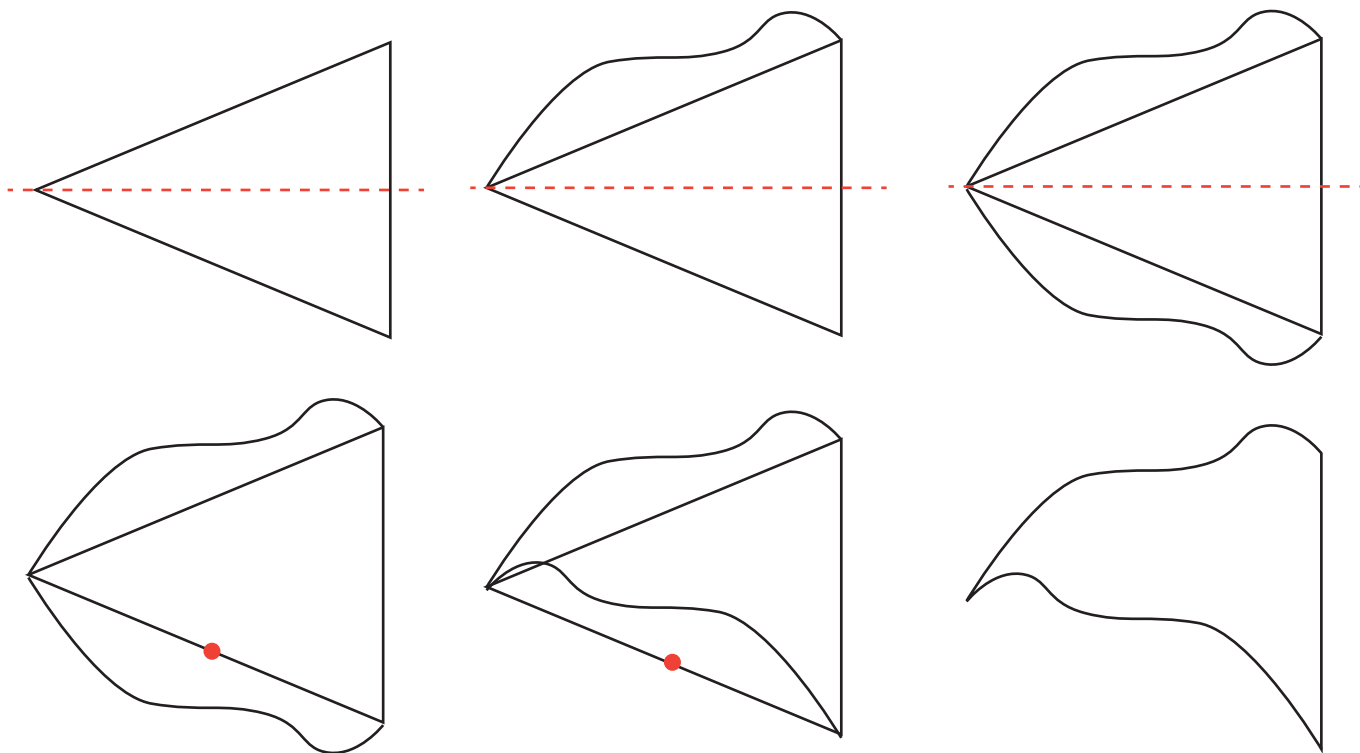
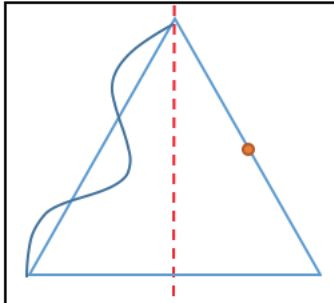
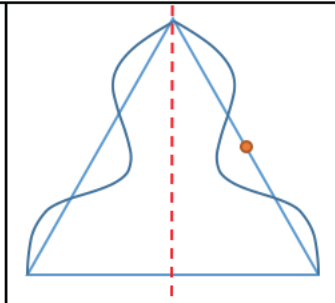
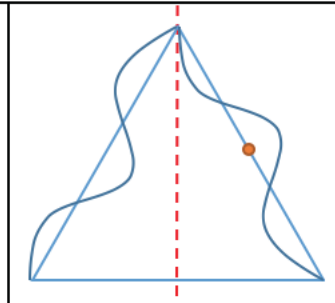
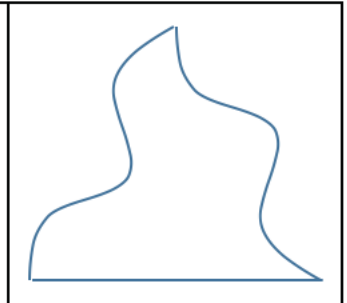
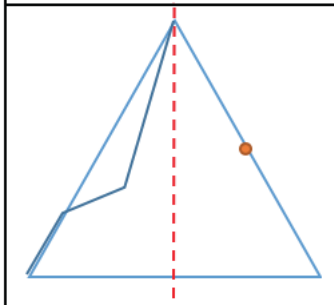
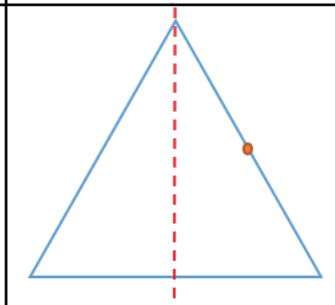
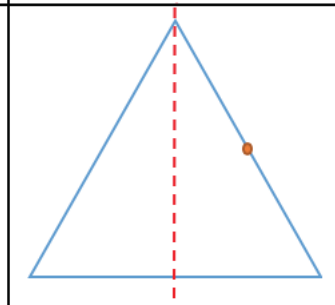
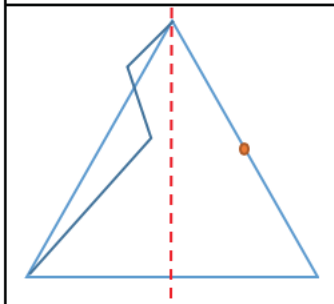
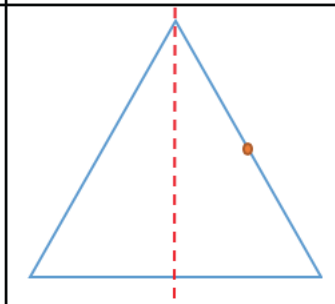
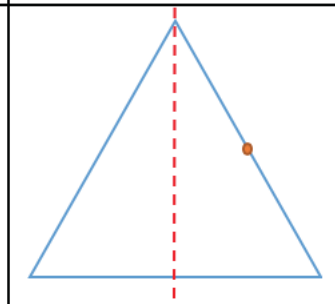
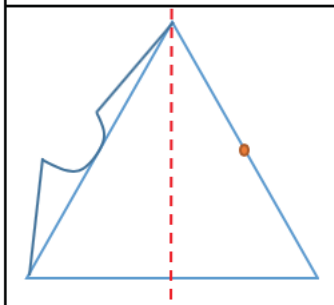
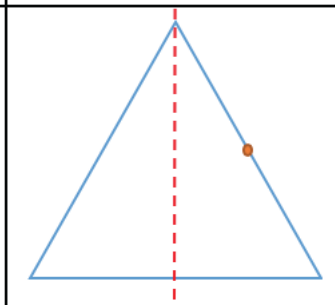
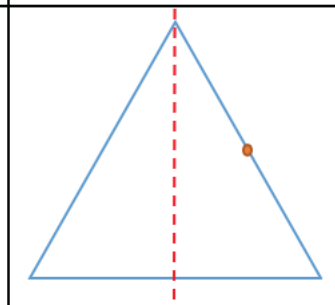
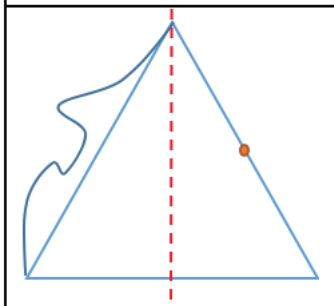
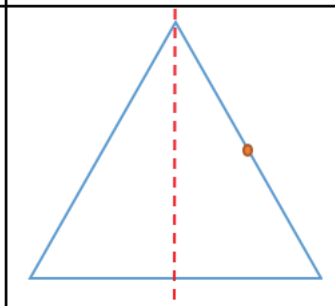
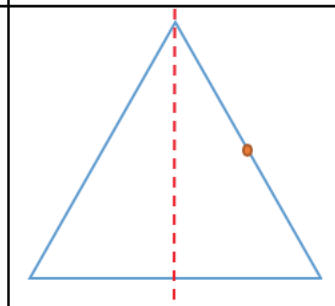


Alter one side of the triangle. Reflect the altered side.
Rotate the image 180 degrees around the midpoint.

As an extension, you could also alter the top of the third side, reflect and rotate it too.

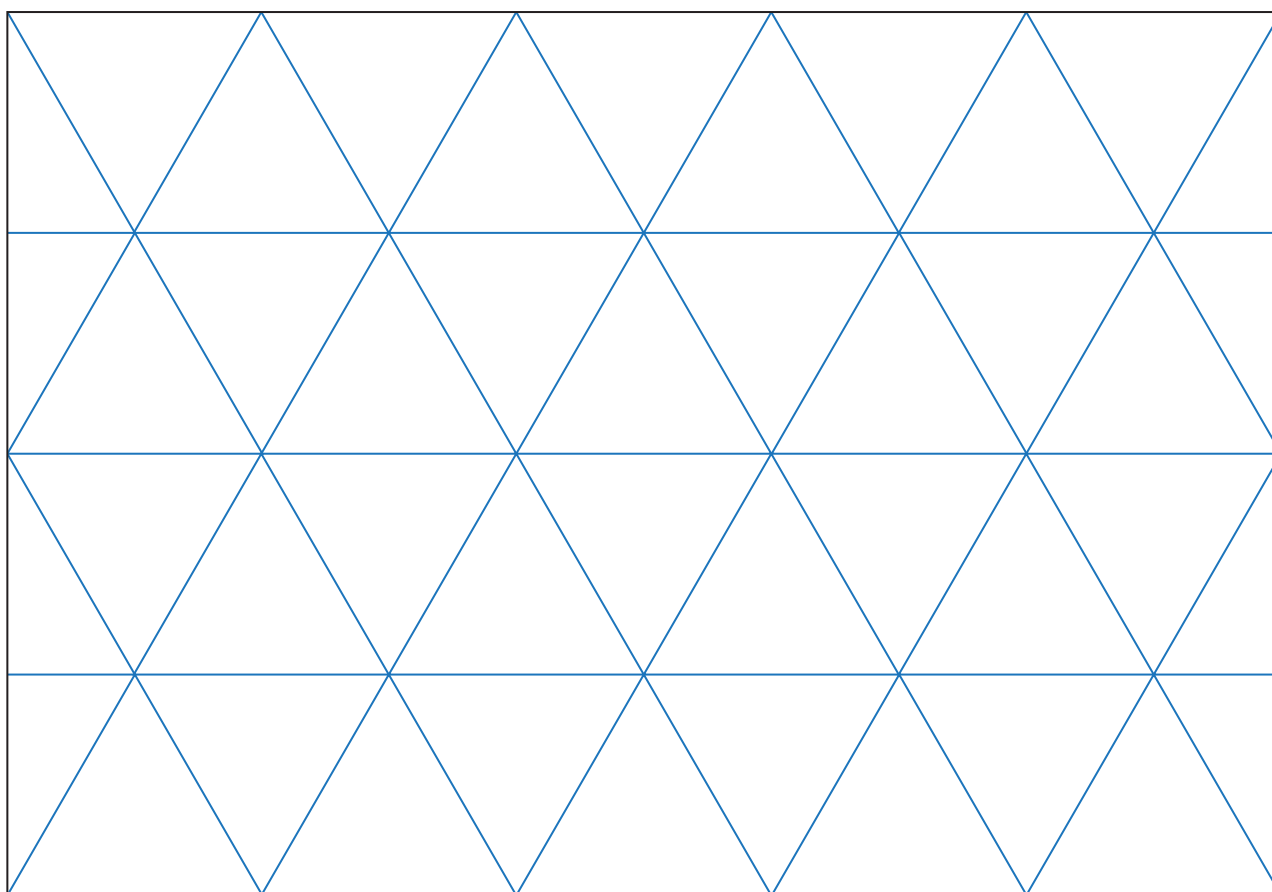
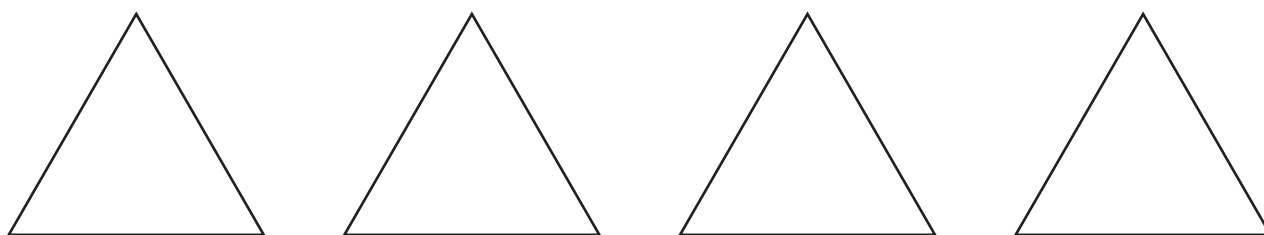


For each example, first reflect the alteration, then rotate it 180 degrees around the midpoint of the line.

Make an alteration to the first basic cell. Reflect it through a line of symmetry. Rotate the reflection 180 degrees. Shade in the resulting tile. Check your tile tessellates in the grid below.

Describe the transformations in your tessellation.



Make an alteration to the first basic cell. Reflect it through a line of symmetry. Rotate the reflection 180 degrees.

Make an alteration to the top half of the third side. Reflect it through the line of symmetry. Rotate the reflection 180 degrees.

Shade in the resulting tile. Check your tile tessellates in the grid below. Describe the transformations in your tessellation.

