

SKETCH AND INVESTIGATE

- 01** The tessellation would have 60° rotation symmetry around point *A*. Notice that claiming the tessellation has 60° rotation symmetry disregards the different shading of the tiles and takes only their outlines into account. Students might point out, correctly, that the tessellation has 120° rotational symmetry if you take into account the alternate-shading pattern.
- 02** The tessellation would have 180° rotation symmetry about point *D*. (Again, this symmetry is only for the outline of the tiles and disregards the shading pattern.)
- 03** The tessellation will have 120° rotation symmetry about points *B* and *C*. Students should notice that every other tile matches around each of these points. Students should rotate appropriate tiles by 120° around points *B* and *C* to fill in more of the tessellation.