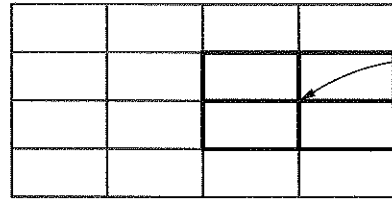


**LESSON**  
**3•8**

# Naming Tessellations



**Regular tessellations** are named by giving the number of sides in each polygon around a vertex point. A vertex point of a tessellation is a point where vertices of the shapes meet.



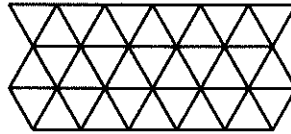
tessellation vertex

4.4.4.4

For example, the name of the rectangular tessellation above is 4.4.4.4. There are four numbers in the name, so there are four polygons around each vertex. Each of those numbers tells the number of sides in each of the polygons around a vertex point. The numbers are separated by periods. There are four 4-sided polygons around each vertex point.

Look at the tessellation below.

Choose a vertex.



1. How many shapes meet at the vertex point? \_\_\_\_\_

2. How many sides does each polygon have? \_\_\_\_\_

3. a. What is the name of this regular tessellation? \_\_\_\_\_

b. Why? \_\_\_\_\_

4. Make a tessellation for each regular polygon on your geometry template. Use the back of this page if necessary. Name each regular tessellation.