

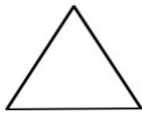
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## SECTION 7.6: TESSELLATIONS WORKSHEET

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A **tessellation** is a covering of a plane with non-overlapping congruent regions and no holes.

1. Of the regular polygons pictured below, identify the polygons that will tessellate the plane. (*Hint: Give it a try. Can you flip or rotate the region so that the regions do not overlap and there are no holes left over. If so, the region is a **fundamental region** and it can be used to tile the plane.*)



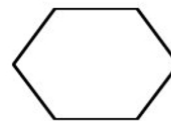
**Triangle**



**square**



**Pentagon**



**Hexagon**