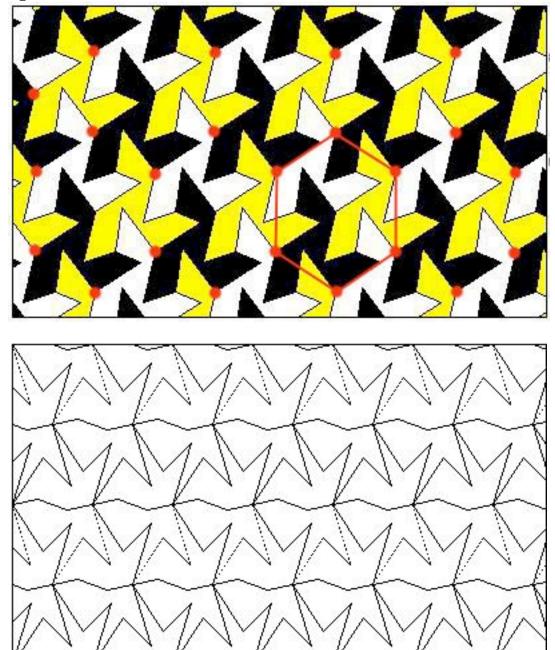
## **Tessellations On Paper**

Determine which polygon each tessellation was made from by connecting congruent points. Choose a point on one polygon. Connect that to the identical point on another polygon in the tessellation. Connect all such points to discover which regular polygon was edited to make the tessellation.

## **Example:**



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