



# Mathematics for Every Teacher

with Jake Tawney

## Lecture 4a: Polygonal Tiling

### Outline:

#### Which regular polygons tile the plane?

- Regular Polygons (all lines and angles inside the shape are equal):
  - Regular Triangle
  - Regular Quadrilateral
  - Regular Pentagon
  - Regular Hexagon
- **Squares** tile the plane. How do we know the angles come together?
  - Four,  $90^\circ$  angles combine to form  $360^\circ$ . There are no gaps or overlaps.
- **Equilateral triangles?**
  - Why is it true that the angles come together nicely in the center?
  - If angles in a triangle add to  $180^\circ$ , then angles in an equilateral triangle are  $60^\circ$
  - Six triangles come together in a way that there is no gap and no overlap.
- **Regular pentagons?**
  - What is the angle measure? Take a pentagon and divide it into three triangles.
    - Three triangles at  $180^\circ$  apiece equals  $540^\circ$  total for a pentagon.
    - $540^\circ \div 5 = 108^\circ$
    - When tiled, regular pentagons leave a gap of  $36^\circ$ .
  - **Some regular polygons tile the plane and some do not. How do we know which regular polygons tile the plane and which do not?**
- **Regular hexagons?**
  - Triangulate the hexagon in order to determine the angle sum.
  - $180^\circ \times 4 = 720^\circ$
  - Each angle in a regular hexagon is  $720^\circ \div 6 = 120^\circ$
  - $120^\circ \times 3 = 360^\circ$ , there is no gap or overlap.



How do we go about testing all shapes?

Name	Number of Sides	Sum of the Angles	Measure of One Angle	How Many Shapes "Come Together"	Does It Tile?
Equilateral Triangle	3	$180^\circ$	$60^\circ$	6	Y
Square	4	$360^\circ$	$90^\circ$	4	Y
Regular Pentagon	5	$540^\circ$	$108^\circ$	<del>3 4</del>	N
Regular Hexagon	6	$720^\circ$	$120^\circ$	3	Y

- As the shapes that “come together” decreases the measure of one angle increases. As the shapes that “come together” decreases to 2, the angle measure increases to  $180^\circ$ .
- Once you hit 3, nothing after that comes together.

### Regular Polygon Tiling Theorem

- There are only three regular polygons that tile the plane: the equilateral triangle, the square, and the regular hexagon.