Regular Polygon Tessellations Data Table

Any point on a polygon where two adjacent sides meet is called a vertex. The sum of the interior angles of all of the polygons that meet at a vertex is 360°. How can we use this fact and the interior angle measure of each polygon to determine whether a regular polygon will tessellate a plane? Which regular polygons will tessellate a plane? Which will not?

Polygon	Number of Sides (n)	Length of a side	Interior Angle Measure(180(n-2)/n)
Triangle			
Rectangle			
Hexagon			