Project 3 : Discovering math in polygons and pattern, then describing, finally constructing!

Here you can see some pattern, which contain different polygons (e.g. triangles, squares, regular and irregular quadrilaterals, pentagons, hexagons, ... Chose a pattern or search the internet for one which you like. Then describe the math behind this pattern e.g. which geometric forms and properties you discover. Then construct with GeoGebra and colour it with Paint.