

The Seven Frieze Groups

Name

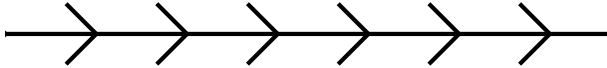
Line Example

Foot Example

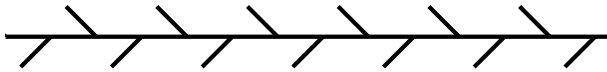
Hop



Jump



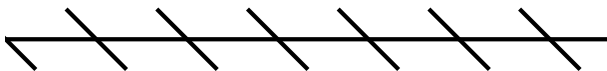
Walk



Slide



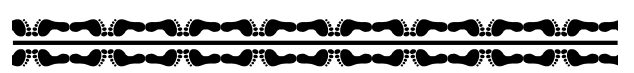
SpinHop




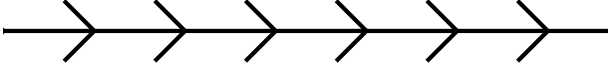
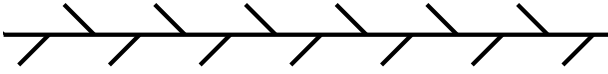

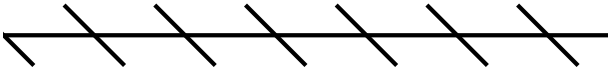

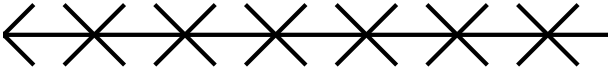
SpinSlide



SpinJump

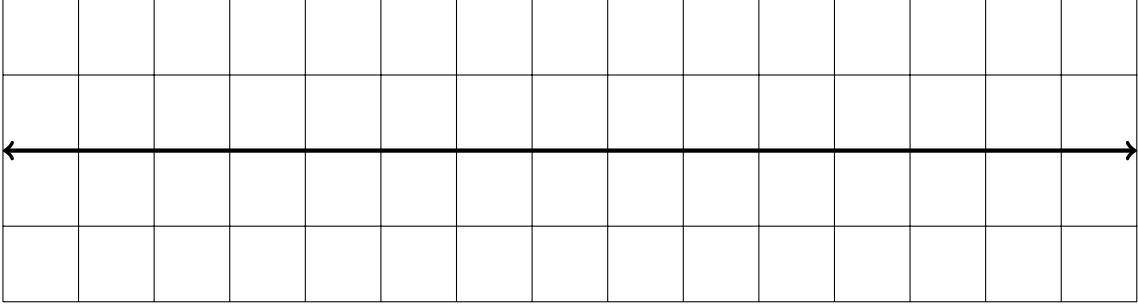
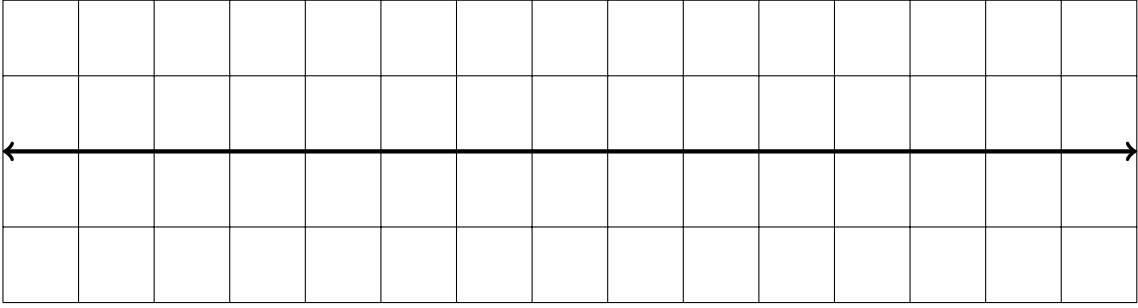
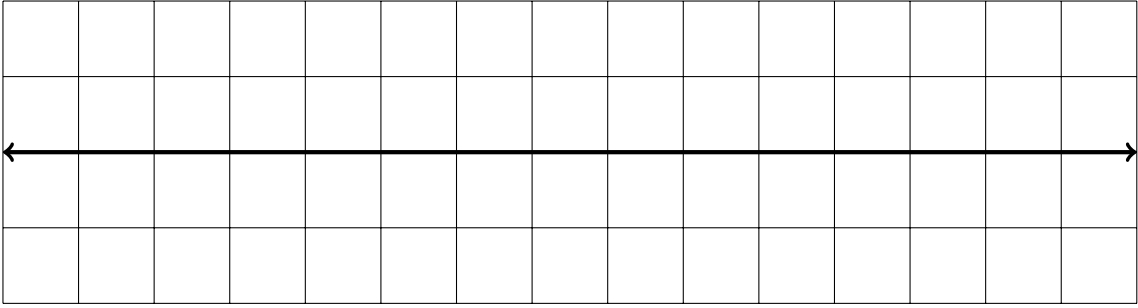
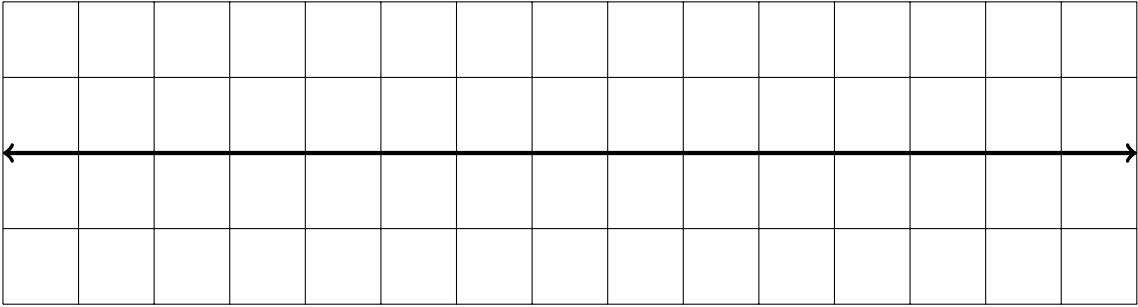
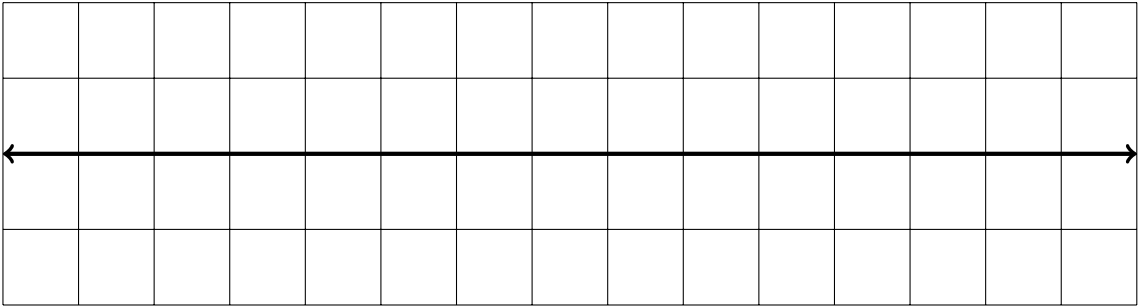


The Seven Frieze Groups

Name	Line Example	Symmetry elements
Hop		Only translation
Jump		Flip over horizontal
Walk		Glide reflection
Slide		Two flip over verticals
SpinHop		Two rotate 180s
SpinSlide		Slide+SpinHop
SpinJump		Everything

Draw the symmetry elements: lines of reflection and centers of 180 degree rotations (half-turns).

Draw five Frieze patterns on this side of the paper. Trade papers and identify your partner's patterns as Hop, Jump, Walk, Sidle, Spin Hop, Spin Sidle, or Spin Jump.



Draw four Rosette patterns and trade. Identify your partner's patterns as Z_n or D_n (and specify the number for n).

