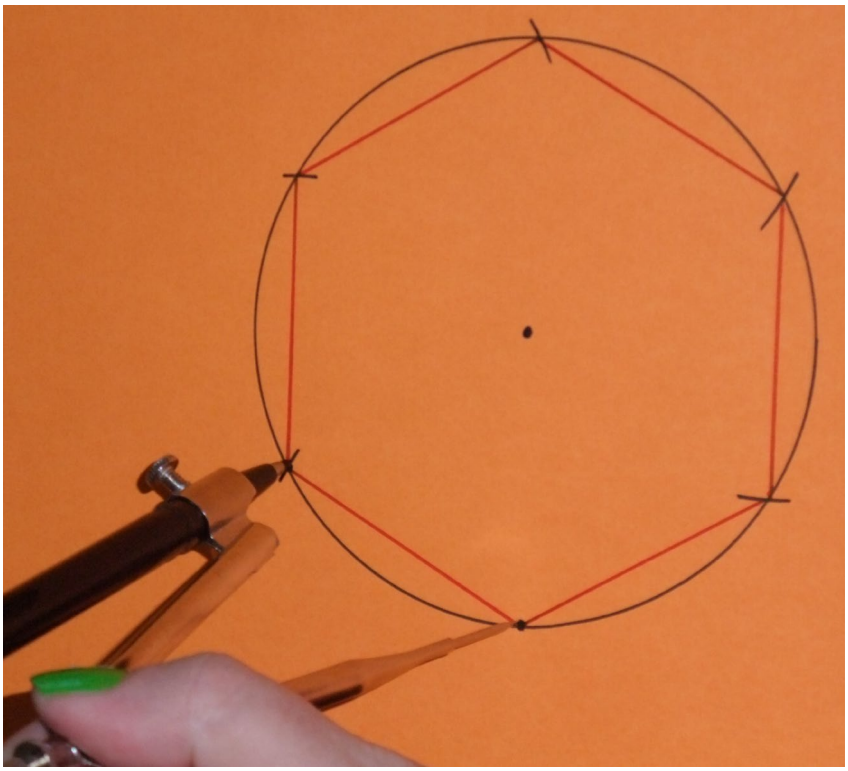
2D SHAPES
SKILLS
CONSTRUCT A HEXAGON



REQUIREMENTS
pencil, mathematical compass, ruler

INSTRUCTIONS

- Let's make a hexagon – a 6-sided shape!
- Use a compass to draw a circle. Do not change the radius of the compass!
- Mark a point anywhere on the circumference. This is your starting point.
- Place the sharp end of the compass on the starting point and make an arc on the circumference.
- Now place the sharp point of the compass on this new point. Again make an arc on the circumference.
- Continue this until you have 6 marks on the circumference.
- Join these 6 points to make a hexagon.