Pascal's hexagon

1   Use Maths–Pro or Geo–Pro to draw a large circle (or use one below).

2   Draw any hexagon (side lengths do not have to be identical in length) whose corners lie on the circle.

3   Extend every second side as shown opposite (dashed lines), so the extensions meet in pairs.

4   Mark the intersections with points.

5   Test whether the points are collinear (lie on the same straight line – they should!

6   Try steps 1 to 5 for a different hexagon.