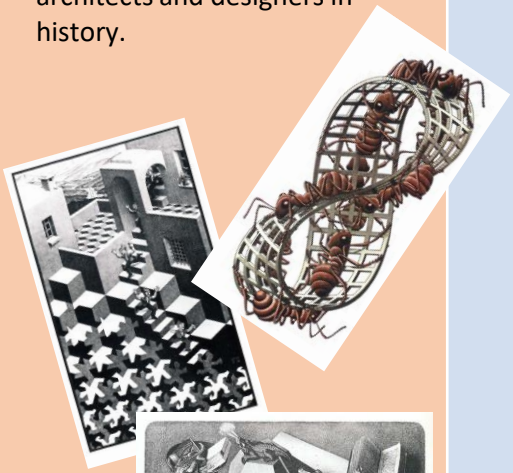
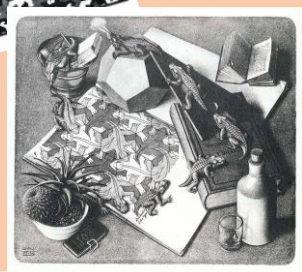
Perspective Drawing | Art | Years 5 & 6 | Summer Term 2026-27

National Curriculum Art & Design - Knowledge

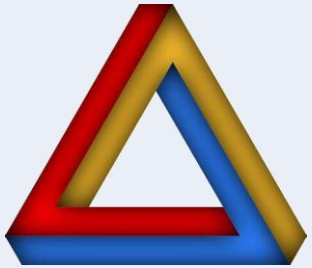
- Develop techniques, including control and use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.
- Create sketch books to record observations and use them to review and revisit ideas.
- Improve mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.





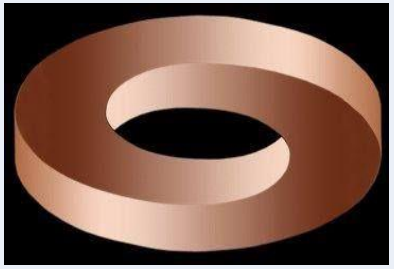
Key Learning

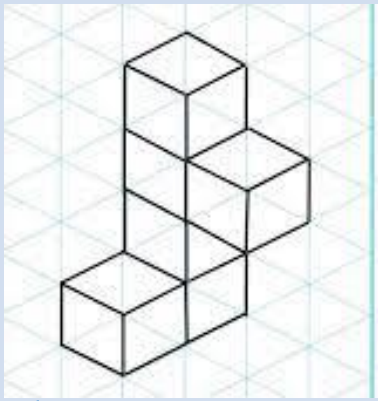
M. C. Escher (1898 – 1972) was from the Netherlands and is one of the world's most famous graphic artists. He was fascinated by mathematical designs and patterns, producing his own tessellations.



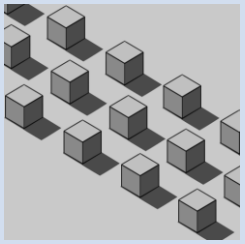
Penrose Triangle

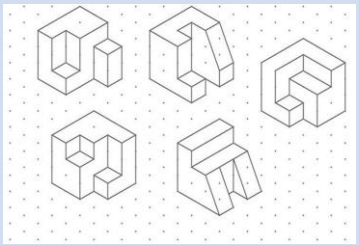
Endless Ring





Isometric drawings





Vocabulary

Graphic art: art based on the use of line and tone rather than three-dimensional work or the use of colour.

Mathematical art: uses mathematical concepts (e.g. patterns and tessellation) to create pieces.

Tessellation: an arrangement of shapes closely fitted together, especially of polygons in a repeated pattern without gaps or overlapping.

Horizon line: the horizontal line where the sky 'meets' the ground.

Vanishing point: the point at which receding parallel lines viewed in perspective appear to meet.

Perspective: refers to the interpretation of what we take in through our eyes.

Optical illusion: use colour, light and patterns to create images that trick our brains into seeing things which may or may not be real.

Isometric paper: a special form of graph paper made of equilateral triangles, or dots that can form equilateral triangles.

Isometric drawing: a method of graphic representation of three-dimensional objects, used by engineers, technical illustrators and architects.

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Key Learning: Create own mathematical / tessellating artwork in the style of M.C. Escher	
1	**Art Critique: M.C. Escher** Learn about the life and work of the mathematical artist, M.C. Escher. Choose and critically analyse an example of his work, commenting on: likes and dislikes; content; form; and process.
2	**Optical Illusions.** Recap prior learning about 'horizon lines' and 'vanishing point'. Discuss current ideas about optical illusions then learn specific definition. Look at examples of optical illusions. Apply learning to draw a 'Penrose Triangle' and an 'Endless Ring'.
3	**Isometric Drawings.** Learn that isometric drawings are a branch of mathematical art and about its importance in industry to show measurements and how components fit together. Learnt he three main rules for completing isometric drawings for horizontal, vertical and parallel edges. Attempt a variety of challenges to recreate isometric shapes. Link to artwork by M.C. Escher.
4	**Tessellations.** Show tessellating patterns and ask: what do you notice? Explain tessellations are created when shapes are repeated again and again with no gaps or overlapping. Create and shade tessellations using a selection of shapes on isometric paper. Link to artwork by M.C. Escher.
5 & 6	**Create own mathematical artwork inspired artwork.** Create own artwork incorporating a tessellating pattern in the style of M.C. Escher; apply the skills you have learnt throughout this unit on mathematical art to create a piece of artwork in his style.