Spirit of Innovation STEAM Resources



Art

Year Six M C Escher Tessellation

Links

- To create sketch books to record their observations and use them to review and revisit ideas
- To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)
- About great artists, architects and designers in history

Resources

- PowerPoint Introduction to M C Escher (Download)
- Card
- Gridded Paper
- Scissors
- Pencils
- Ruler
- Sticky Tape
- Coloured Pencils
- Blu tack
- Felt Pens
- Computer
- Snatch

Skills

- Creating a successful tessellating tile
- Drawing in the style of another artist
- Replicating another artist style
- Using an artist's work to inspire own designs

Questions

- How are you going to create your design?
- What images that you are going to tesselate? Why?
- Are you going to make up your own flying tessellation design?
- Are you going to copy a design?

Activity

Activity One

Individual (40mins-60mins x 2)

Introducing the artist: M C Escher - 1898 to 1972. A Dutch graphic artist. (PowerPoint Download)





Having looked at the M C Escher PowerPoint, provide the pupils with gridded paper and/or cardboard square tiles, ruler and pencils so that they can have a go at creating their own flying themed tessellating template.

Encourage the pupils to plan carefully and measure accurately to ensure an accurate tessellating template.

Once their tessellating templates are complete, draw around the template carefully to create the tessellating pattern. Optional tip: use a small piece of Blu-tack to hold the template in place whilst it is being drawn around.

Experiment with different colour ways to enhance their design.

Activity Two

Optional Individual/pairs (40-60 mins)

https://www.ngv.vic.gov.au/wp-content/uploads/2019/01/NGV-Digital-Creatives-Tessellate-by-Code-Workshop-Instructions.pdf

This hyperlink takes you to a set of coding instructions so you can create your own tessellating pattern using Scratch.



