STEAM Year 7

Target for Year 7 is:

In **Year 7** students:
-Learn basic workshop procedures and safe use of tools.
-Gain and apply hand skills when working with a variety of materials and with a selection of simple tools.
-Gain and apply computing skills such as basic programming and control.
-Work collaboratively, creatively and tenaciously to solve real world problems.

		Working Towards Target	At Expected Target	Above Expected Target	Assessment grade
UNIT 1 Skills Unit DT Date	**Accuracy**				
	Using Failure to learn and grow				
	Understanding tools				
Overall unit performance					
FFL:	**Meeting behaviour for learning standards**	**Actively engaged in the learning**	**Completing CWK to a high standard**	**Is a resilient learner 'Doesn't give up easily'**	
Achieved:					

		Working Towards Target	At Expected Target	Above Expected Target	Assessment grade
UNIT 2 Skills Unit ICT Date	**Understanding tools**				
	Logical reasoning				
Overall unit performance					
FFL:	**Meeting behaviour for learning standards**	**Actively engaged in the learning**	**Completing CWK to a high standard**	**Is a resilient learner 'Doesn't give up easily'**	
Achieved:					

		Working Towards Target	At Expected Target	Above Expected Target	Assessment grade
UNIT 3 Project 1 Action Figure Date	**Creativity**				
	Accuracy				
	Analysis				
Overall unit performance					
FFL:	**Meeting behaviour for learning standards**	**Actively engaged in the learning**	**Completing CWK to a high standard**	**Is a resilient learner 'Doesn't give up easily'**	
Achieved:					

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		Working Towards Target	At Expected Target	Above Expected Target	Assessment grade
UNIT 4 Project 2, Controlled Light Date	Analysis				
	Creativity				
	Using failure to learn and grow				
Overall unit performance					
FFL:	Meeting behaviour for learning standards	Actively engaged in the learning	Completing CWK to a high standard	Is a resilient learner 'Doesn't give up easily'	
Achieved:					