STEAM Year 8

Target for Year 8 is:

In Year 8 students:

- -Refine workshop procedures and safe use of tools.
- -Increase and apply hand skills when working with a variety of materials and with a selection of simple tools.
- -Increase and apply computing skills such as basic programming and control.
- -Work collaboratively, creatively and tenaciously to solve real world problems.

			То	orking wards arget	At Expected Target	Above Expected Target	Assessment grade
UNIT 1 Skills Unit DT	Accuracy Analysis						
Date	Logical reasoning						
Overall unit perf	formance						
FFL:	Meeting behaviour for learning standards	Actively engage the learning	ed in	Completing CWK to a high standard		Is a resilient learner 'Doesn't give up easily'	
Achieved:							

				rking vards	At Expected	Above Expected	Assessment grade
			Tai	rget	Target	Target	
UNIT 2	Analysis						
Skills Unit ICT	Understanding of tools	1					
Date	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:							

			Work Towa Targ	rds	At Expected Target	Exp	bove ected arget	Assessment grade
UNIT 3	Accuracy						_	
Project 1	Creativity						·	
Gravity racer	Using failure to learn a	and grow						
Date								
Overall unit per	formance							
FFL:	Meeting behaviour for learning standards	Actively engaged in the learning		Completing CWK to a high standard		а	Is a resilient learner 'Doesn't give up easily'	
Achieved:								

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