

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.					
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		Working Towards Target	At Expected Target	Above Expected Target	Assessment grade
UNIT 1 Skills Unit DT Date	Accuracy				
	Analysis				
	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 2 Skills Unit ICT Date	Analysis				
	Understanding of 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 Gravity racer Date	Accuracy				
	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:					

		Working Towards Target	At Expected Target	Above Expected Target	Assessment grade
UNIT 4 Project 2, Animatronics 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:					