STEAM Year 9

Target for Year 9 is:

In **Year 9** students:
-Gain an understanding of their skills and where they fit into the STEAM industries.
-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.

		Working Towards Target	At Expected Target	Above Expected Target	Assessment grade
UNIT 1 **Engineering** **Date**	**Accuracy**				
	Analysis				
	Creativity				
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 **Digital Graphics** **Date**	**Creativity**				
	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 3 **Craftperson** **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:					

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		Working Towards Target	At Expected Target	Above Expected Target	Assessment grade
UNIT 4 Photoshop Date	**Creativity**				
	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 5 Computer Programmer Date	**Accuracy**				
	Using failure to learn and grow				
	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 6 Cyber security 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 7 Model maker 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'**	

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Achieved:				

		Working Towards Target	At Expected Target	Above Expected Target	Assessment grade
UNIT 8 Web Designer Date	**Creativity**				
	Using failure to learn and grow				
	Understanding of 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 9 Enterprise and Marketing Date	**Analysis**				
	Creativity				
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 10 Computer Aided Design Date	**Accuracy**				
	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:					