## **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.

				orking	At	Above	Assessment
		Towards		Expected	Expected	grade	
			Т	arget	Target	Target	
UNIT 1	Accuracy	Accuracy					
Engineering	Analysis	Analysis					
Date	Creativity	Creativity					
Overall unit pe	rformance						
FFL:	Meeting behaviour for learning standards	Actively engage the learning	ed in	Complete a high standard	ting CWK to	Is a resilient 'Doesn't give	
Achieved:							

			Tow	rking vards rget	At Expected Target	Above Expected Target	Assessment grade
UNIT 2	Creativity						
Digital Graphics	Using failure to learn a	nd grow					
Date	Understanding tools						
Overall unit perfo	ormance						
FFL:	Meeting behaviour for learning standards	Actively engin the learning	•	Compl a high standa	eting CWK to	Is a resilien 'Doesn't gi	t learner ve up easily'
Achieved:							

			Work Towa Targ	rds	At Expected Target	Ex	bove pected arget	Assessment grade
UNIT 3 Craftperson	Accuracy Using failure to learn a						-	
Date	Understanding tools							
Overall unit per	rformance							
FFL:	Meeting behaviour for learning standards	Actively eng the learning	_		pleting CWK to standard	o a	Is a re learne 'Doesi easily'	er n't give up
Achieved:								

			Worl Towa Targ	ards	At Expected Target	Above Expected Target	Assessment grade
UNIT 4	Creativity						
Photoshop	Understanding tools						
Date							
Overall unit perf	ormance						
FFL:	Meeting behaviour for learning standards	Actively engaged the learning		•	eting CWK to a andard	Is a resilie 'Doesn't g easily'	ent learner give up
Achieved:							

			То	orking wards arget	At Expected Target	Above Expected Target	Assessment grade
UNIT 5	Accuracy						
Computer	Using failure to learn	Using failure to learn and grow					
Programmer	Logical reasoning	Logical reasoning					
Date							
Overall unit per	formance						
FFL:	Meeting behaviour for learning standards	Actively engage the learning	ed in	Complete a high standard	ting CWK to	Is a resilient 'Doesn't give	
Achieved:							

			Tow	rking /ards rget	At Expected Target	Above Expected Target	Assessment grade
UNIT 6 Cyber security	Analysis						
Date	Understanding of tools Logical reasoning	S					-
Overall unit perf	ormance						
FFL:	Meeting behaviour for learning standards	Actively eng in the learni	_	Compl a high standa		Is a resilier 'Doesn't gi	nt learner ve up easily'
Achieved:							

			То	orking wards arget	At Expected Target	Above Expected Target	Assessment grade
UNIT 7	Accuracy						
Model maker	Creativity						
Date	Using failure to learn	n and grow					
Overall unit perfo	ormance						
FFL:	Meeting behaviour for learning standards	Actively engage the learning	d in	Complet a high standard	ting CWK to	Is a resilient 'Doesn't give	

Achieved:		

			Tov	rking vards rget	At Expected Target	Above Expected Target	Assessment grade
UNIT 8	Creativity						
Web Designer	Web Designer Using failure to learn and grow Date Understanding of tools						
Date							
Overall unit perf	ormance						
FFL:	Meeting behaviour for learning standards	Actively eng in the learni	_	Compl a high standa	eting CWK to	Is a resilier 'Doesn't gi	it learner ve up easily'
Achieved:							

			То	orking wards arget	At Expected Target	Above Expected Target	Assessment grade
UNIT 9	Analysis						_
Enterprise and Marketing Date	Creativity						
Overall unit perfe	ormance						
FFL:	Meeting behaviour for learning standards	Actively engage the learning	ed in	Comple a high standar	ting CWK to	Is a resilient 'Doesn't give	
Achieved:							

			Tow	rking /ards rget	At Expected Target	Above Expected Target	Assessment grade
UNIT 10	Accuracy			_			
Computer	Understanding tools						
Aided Design Date	Logical reasoning						
Overall unit per	formance						
FFL:	Meeting behaviour for learning standards	Actively eng in the learni	_	Compl a high standa	eting CWK to	Is a resilier 'Doesn't gi	nt learner ve up easily'
Achieved:							