

		Tracking Progress in Year 7 CAD/CAM		
		Expected Progress	Good progress	Excellent Progress
S e c u r i n g	S2	<u>Designing</u> I can use 2D Design and Paint to model my design ideas I can use CAM to cut a complex design idea I can use 3D drawings	<u>Designing</u> I can use Sketchup to model my design ideas I can use CAM to cut and engrave a complex design idea I can use 3D drawings to present my idea	<u>Designing</u> I can use Sketchup to create Virtual Reality models of my ideas I can use CAM to cut a design idea that consists of multiple pieces I can use 3D modelling to help me develop my design idea
	S1	<u>Practical Skills and Techniques</u> I can choose the correct colours to cut my diffuser Use CAD/CAM to add multiple textures and colours to the surface of a material	<u>Practical Skills and Techniques</u> I can choose and use the correct colours of lines to cut my diffuser accurately Accurately use CAD/CAM to add textures to and colours the surface of a material	<u>Practical Skills and Techniques</u> I can use the laser cutter to cut my diffuser correctly Accurately use CAD/CAM to add textures and colours to the surface of materials
D e v e l o p i n g	D2	<u>Designing</u> I can use 2D design to model my design ideas I can use CAM to cut a simple design idea	<u>Designing</u> I can use 2D Design and Paint to model my design ideas I can use CAM to cut a complex design idea I can use 3D drawings	<u>Designing</u> I can use Sketchup to model my design ideas I can use CAM to cut and engrave a complex design idea I can use 3D drawings to present my idea
	D1	<u>Practical Skills and Techniques</u> I know which colours are used to cut, engrave and rasta materials Use CAD/CAM to alter the surface of a material	<u>Practical Skills and Techniques</u> I can choose the correct colours to cut my diffuser Use CAD/CAM to add multiple textures and colours to the surface of a material	<u>Practical Skills and Techniques</u> I can choose and use the correct colours of lines to cut my diffuser accurately Accurately use CAD/CAM to add textures to and colours the surface of a material
E m e r g i n g	E2	<u>Making Products Work</u> I can draw shapes to correct size I know that materials have different properties I know there are different classifications of materials	<u>Making Products Work</u> I can alter grids and zoom levels to help me draw shapes accurately I can choose an appropriate material to make my product I know that materials can be classified according to structure	<u>Making Products Work</u> I can use angle tools and radius measurements to ensure my drawings are accurate I can identify the properties I need to make my product, then choose an appropriate material I know that materials are classified according to structure and how that affects the properties of the material
	E1	<u>Designing</u> I can draw with 2D Design I know that CAM is used to cut design ideas	<u>Designing</u> I can use 2D design to model my design ideas I can use CAM to cut a simple design idea	<u>Designing</u> I can use 2D Design and Paint to model my design ideas I can use CAM to cut a complex design idea I can use 3D drawings
E m e r g i n g	E2	<u>Practical Skills and Techniques</u> I know that different colours cut, engrave and rasta materials I know how to draw different patterns in CAD	<u>Practical Skills and Techniques</u> I know which colours are used to cut, engrave and rasta materials Use CAD/CAM to alter the surface of a material	<u>Practical Skills and Techniques</u> I can choose the correct colours to cut my diffuser Use CAD/CAM to add multiple textures and colours to the surface of a material
	E1	<u>Making Products Work</u> I can use CAD to measure shapes I know that there are different materials that I can use I know that materials come from different sources	<u>Making Products Work</u> I can draw shapes to correct size I know that materials have different properties I know there are different classifications of materials	<u>Making Products Work</u> I can alter grids and zoom levels to help me draw shapes accurately I can choose an appropriate material to make my product I know that materials can be classified according to structure