

Year 7 - Puzzle Game

Progress Page

Working Towards	Expected Standard	Reaching Greater Depth	
To achieve 'Expected Standard' you can....		WT	ES
ES1. Cut out a series of easy/medium difficulty shapes accurately from Acrylic using the correct tools and process.			
ES2. Use the correct tools to smooth your shapes to a good standard. Good standard= mostly smooth - no rough/sharp edges but some bumps visible.			
ES3. Name the correct adhesives for fixing different materials together. (Acrylic-Wood/Wood-Wood/Acrylic-Acrylic)			
ES4. Design 4 different ideas for your game, neatly drawn and coloured in.			
ES5. Create a basic 3D model of your game with barriers/details similar to your design. Use neat colour to enhance your model.			
ES6. Create your design using the correct materials and tools. Work safely in the workshop. Final piece will be finished to a good standard. Good Standard= Pieces cut accurately/Edges mostly smooth & splinter free/Fixed together using the correct adhesive with minimal spill/Decorated neatly with little paint overspill and appropriate to design.			
To achieve 'Greater Depth' you can ...		GD	
GD1. Cut out a series of medium/hard difficulty shapes accurately from Acrylic using the correct tools and process			
GD2. . Use the correct tools to smooth your shapes to a high standard. High standard = All edges smooth - no rough/sharp edges/bumps.			
GD3. Name the correct adhesives for fixing different materials together. (Acrylic-Wood/Wood-Wood/Acrylic-Acrylic) and correctly explain how they are used.			
GD4. Design 4 different ideas for your puzzle game, neatly drawn and coloured in. Use annotation to explain your design or 'close-up' drawings to show intricate detail.			
GD5. Create an accurate 3D model of your game adding in all details from your design. Use neat colour to enhance your model.			
GD6. Create your design using the correct materials and tools. Work safely in the workshop and promote safe working. Final piece will be finished to a high standard using multi layering of different materials. High Standard= Pieces cut accurately/Edges perfectly smooth & splinter free/Fixed together using the correct adhesive with no spill/Decorated neatly with no paint spill and appropriate to design.			