

Math Section 2 Rubric

Advanced Understanding 4	Meets the Standard 3	Approaching 2	Does Not Meet 1
<ul style="list-style-type: none"> The student uses developmentally appropriate mathematical concepts and skills <i>to solve unusual or extended response problems</i> with limited errors. <p style="text-align: center;"><i>and ...</i></p> <ul style="list-style-type: none"> Student explanations and reasoning are complete, logical and detailed. 	<ul style="list-style-type: none"> The student uses appropriate mathematical concepts and skills <i>to solve familiar problems</i> with limited errors. <p style="text-align: center;"><i>and ...</i></p> <ul style="list-style-type: none"> Student explanations and reasoning are complete and logical but lack details. 	<ul style="list-style-type: none"> The student <i>appears to understand</i> some appropriate mathematical concepts and skills but is <i>inconsistent in finding solutions</i>. <p style="text-align: center;"><i>and ...</i></p> <ul style="list-style-type: none"> Student explanations and reasoning are incomplete or lack logical flow. 	<ul style="list-style-type: none"> The student <i>appears to not understand</i> appropriate mathematical concepts and skills and is <i>unsuccessful in finding solutions</i>. <p style="text-align: center;"><i>and ...</i></p> <ul style="list-style-type: none"> Student explanations are absent or do not match process/solution.

Math Standards Expectations

Students can...

Operations and Algebraic Thinking:

- represent end-unknown addition and subtraction situations within 5 concretely. (using objects, fingers, or drawings)
- solve end-unknown addition and subtraction problems within 5 using direct modeling with fingers, counters, pictures, or acting out.

Measurement and Data:

- sort objects into categories using obvious attributes, such as color or shape, and count up to 5 objects in each category.

Geometry:

- identify and name some triangles, circles, and rectangles.
- use informal language to describe some similarities and differences between shapes.

Standards and Goals for Mathematical Practice

SMP 1 Make sense of problems and persevere in solving them.

- GMP1.1 Make sense of your problem.
- GMP1.2 Reflect on your thinking as you solve your problem.
- GMP1.3 Keep trying when your problem is hard.
- GMP1.4 Check whether your answer makes sense.
- GMP1.5 Solve problems in more than one way.
- GMP1.6 Compare the strategies you and others use.

SMP 7- Look for and make use of structure.

- GMP7.1 Look for mathematical structures such as categories, patterns, and properties.
- GMP7.2 Use structures to solve problems and answer questions.