Iowa Alternate Assessment

Performance Level Descriptors & Cut Scores

2012-2013

Math

Grade 3 – Math Performance Descriptors and Cut Scores

Basic	Proficient	Advanced
• Identifies whether the story problem is an addition or subtraction problem • Identifying symbols used in addition and subtraction problems • Identify numbers (distinguish numbers and non-numbers) and one-to-one correspondence • Identify units of measure (time, length, liquid, money, calendar, including fractional parts of units)	• Given an appropriate procedure to use, solve a story problem • Perform addition and/or subtraction • Represent, compare and order numbers (show me three, which is more, place value) • Identify and use standard units of measure (time, length, liquid, money, calendar, including fractional parts of units)	• Solve a story problem – can decide on the appropriate procedure to use • Perform addition and subtraction with regrouping • Use estimation; uses< > symbols in comparing numbers • Apply standard units of measure (time, length, liquid, money, calendar, including fractional parts of units)
0-15	16-33	34+

Grade 4 – Math Performance Descriptors and Cut Scores

Basic	Proficient	Advanced
• Perform one of the four operations with whole numbers • Identifies whether the story problem is an addition, subtraction or multiplication problem • Extend simple patterns • Identify information from graphs (e.g., is this a bar graph or a circle graph; what is the graph about?)	• Perform two of the four operations with whole numbers • Given an appropriate procedure to use, solve a story problem • Identify and extend numerical and geometric patters (a, b, a, b) • Interpret information from graphs and tables (e.g., which is more? Less?)	• Perform three of the four operations with whole numbers • Solve a story problem – can decide on the appropriate procedure to use • Identify, create and extend patterns • Interpret information from graphs and tables to solve problems
0-16	17-35	36+

Grade 5 – Math Performance Descriptors and Cut Scores

Basic	Proficient	Advanced
• Perform two out of four operations with whole numbers • Identify needed information for solving multiple step problems • Recognize equivalents using numbers and objects (5=? Objects) • When given choices, estimate – guess the quantity and check the amount	• Perform three out of four operations with whole numbers • When given choice of strategies, solve multiple step problems • Recognize equivalents using number sentences (3 + x = 5) • Use methods of estimation to round whole numbers – guess and check	• Perform all four operations with whole numbers • Identifying strategy and solve multiple step problems • Solve multi-step equations with variables (3 + 1 + x = 5) • Use methods of estimation to round whole numbers and fractions or decimals
0-20	21-36	37+

Grade 6 – Math Performance Descriptors and Cut Scores

Basic	Proficient	Advanced
• Perform one out of four operations with fractions or decimals • Interpret data displayed on provided tables and graphs (are there more white dogs or brown dogs) • Recognize two dimensional geometric attributes (are these lines parallel? Matching shapes) • When given choices, estimate – guess the quantity and check the amount	• Perform two out of four operations with fractions or decimals • Collect, organize, interpret and display data in tables and graphs to solve problems • Recognize two dimensional and three dimensional geometric attributes • Use methods of estimation to round whole numbers – guess and check	• Perform three out of four operations with fractions or decimals • Collect, organize, interpret and display data in tables and graphs to solve problems and draw conclusions • Apply geometric attributes to real world situations (making maps) • Use methods of estimation to round whole numbers, fractions and/or decimals
0-16	17-35	36+

Grade 7 – Math Performance Descriptors and Cut Scores

Basic	Proficient	Advanced
• Indicate ratios (comparing quantity) • Order integers • Use one out of four operations with integers, fractions or decimals (units of measurement, etc.) • Use a strategy to solve a problem	• Solve problems using ratios or percents • Compare and order integers • Use two out of four operations with integers and fractions or decimals in teal world situations • Use two different strategies to solve a problem (numerically, graphically, etc.)	• Solve problems using ratios, proportions and percents • Compare and order numbers (integers, decimals and/or fractions) • Use three out of four operations with integers and fractions or decimals in real world situations • Use multiple strategies to solve a problem (numerically, graphically, symbolically, etc.
0-20	21-36	37+

Grade 8 – Math Performance Descriptors and Cut Scores

Basic	Proficient	Advanced
• Determine if an event is likely or unlikely to happen (probability) • When using the commutative property, (3 + 2 = 2 + 3) student recognizes the equations are balanced • Determine one of the four: mean, mode, median or range • Determine if a number sentence is equal or not equal	• Indicate probability in numeric form (e.g., 1 out of 6 chance) • Demonstrate balanced equations using the commutative property • Determine two of the four: mean, mode, median or range • Complete equations and inequalities using the symbols <, >, or =	• Use probability concepts to answer questions • Apply commutative property to balance equations • Determine three of the four: mean, mode, median or range • Solve equations and inequalities using the symbols <, >, or =
0-23	24-39	40+

Grade 11 - Math Performance Descriptors and Cut Scores

Basic	Proficient	Advanced
• Recognize an example of the commutative property • Identify a number sentence for a real world problem involving an unknown • Recognize two dimensional geometric attributes (area, perimeter, parallel lines, etc.) • Identifies mathematical concepts in consumer situations (money, time, measurement, graphs/tables)	• Using the commutative property, find the unknown (3 + 2 = ____ + 3) • Create a number sentence for a real world problem involving an unknown • Recognize two dimensional and three dimensional geometric attributes • Uses mathematical reasoning in consumer situations (money, time, measurement, graphs/tables)	• Use commutative property to solve real world problems • Create and solve a number sentence for a real world problem involving an unknown • Apply geometric attributes to real world situations (interpreting maps and graphs) • Uses mathematical reasoning in advanced consumer situations (discounts, total costs, time, measurement, graphs/tables)
0-22	23-41	42+