

Content Area: Mathematics

Strand: Describe and analyze data	Missouri GLE: D4A
Reporting Topic: Use models to compute probability of an event and make conjectures (based on theoretical probability) about the results of an experiment.	
Grade: 7	

Score 4.0	<p>In addition to Score 3.0, in-depth inferences or applications that go beyond what was taught. For example, the student may:</p> <p>Reorganize experimental data by adding or deleting items to compute a new probability.</p>
	3.5 In addition to 3.0 performance, in-depth inferences and applications with partial success.
Score 3.0	<p>The student will:</p> <ul style="list-style-type: none"> a) Find probabilities of compound events using organized lists, tables, tree diagrams, and simulation. b) Understand that the probability of a chance event is a number between 0 and 1 that expresses the likelihood of the event occurring c) Approximate the probability of a chance event by collecting data on the chance process that produces it and observing its long-run relative frequency, and predict the approximate relative frequency given the probability. d) Develop probability models <p>The student exhibits no major errors or gaps in the learning goal (complex ideas and processes).</p>
	2.5 No major errors or gaps in 2.0 content and partial knowledge of 3.0 content.
Score 2.0	<p>The student will:</p> <ul style="list-style-type: none"> a) Compute probability for simple situations using spinners, die, and marbles in fractional form and decimal form. b) Draw a probability model for equally likely outcomes using a spinner. c) Understand basic vocabulary: probability, outcome, event, theoretical probability, experimental probability, sample space and tree diagrams. <p>The student exhibits no major errors or gaps in the simpler details and processes.</p>
	1.5 Partial understanding of the 2.0 content with major errors or gaps in 3.0 content.
Score 1.0	<p>With help, a partial understanding of the 2.0 content and some of the 3.0 content.</p> <p>Compute probability with help.</p>
	0.5 With help, a partial understand of the 2.0 content and none of the 3.0 content.
Score 0.0	Even with help, no understanding or skill demonstrated.