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| **Strand: 6.NS.4** | | | |
| **Topic: Greatest Computer Factor and Least Common Multiple** | | | |
| **Grade: 6** | | | |
| **Score 4.0**  **100%** | **In addition to Score 3.0, in-depth inferences and applications that go beyond what was taught.** | | **Sample Activities** |
|  |
| **95%** | **3.5** | In addition to score 3.0 performance, in-depth inferences and applications with partial success. |  |
| **Score 3.0**  **90%** | **The student:**   * can find the GCF of any 2 numbers up to 100 and apply them to a venn diagram * can find the LCM with any two numbers up to 12 and apply them to a venn diagram   **The student exhibits no major errors or omissions.** | |  |
| **80%** | **2.5** | No major errors or omissions regarding 2.0 content and partial knowledge of the 3.0 content. |  |
| **Score 2.0**  **70%** | **There are no major errors or omissions regarding the simpler details and processes as the student:**   * recognizes or recalls specific terminology, such as:   + GCF, LCM, factor, multiple * performs basic processes, such as:   + can list all factors for a given number up to 100   + can list multiples for any number up to 12   **However, the student exhibits major errors or omissions regarding the more complex ideas and processes.** | |  |
| **65%** | **1.5** | Partial knowledge of the 2.0 content, but major errors or omissions regarding the 3.0 content. |  |
| **Score 1.0**  **60%** | **With help, a partial understanding of some of the simpler details and processes and some of the more complex ideas and processes.** | |
| **50%** | **0.5** | With help, a partial understanding of the 2.0 content, but not the 3.0 content. |
| **Score 0.0** | **Even with help, I cannot solve** | |