

ISTAR Grade 3 Mathematics Performance Level Descriptors (PLDs)

Developing Proficiency	Meeting Proficiency	Exceeding Proficiency
<p>A student performing at a Developing Proficiency level demonstrates emerging skills in introductory mathematics concepts and vocabulary.. The student is able to solve simple problems when provided graphic support. He/she is able to:</p>	<p>A student performing at a Meeting Proficiency level demonstrates proficient skills in basic mathematics concepts and vocabulary. The student is able to solve simple problems without graphic support and more difficult problems with graphic support. He/she has all the knowledge and skills shown under Developing Proficiency and is also able to:</p>	<p>A student performing at an Exceeding Proficiency level demonstrates exemplary skills in applying basic mathematics concepts and vocabulary. The student is able to solve more difficult problems without graphic support. He/she has all the knowledge and skills shown under Developing Proficiency and Meeting Proficiency and is also able to:</p>
<p>Number Sense and Computation:</p> <ul style="list-style-type: none"> • demonstrate and write numbers up to 10. • compare two sets of objects to 10 using words (more than, less than, same, equal to). • identify the number of shaded parts in a model. • compare concrete representations of fractional parts using words. • add and subtract one-digit numbers using graphic supports. • solve one-digit multiplication problems where one factor is 1 with graphic support. 	<p>Number Sense and Computation:</p> <ul style="list-style-type: none"> • demonstrate and write numbers between 11 and 100. • compare two whole numbers between 1 and 200 using words (greater than, less than, or equal to). • identify the numerator or denominator of a fraction for a representation divided into 2, 3, or 4 pieces. • compare two fractions with the same denominator using words or symbols. • add and subtract one- and two-digit numbers without regrouping. • solve single-digit multiplication problems with or without graphic support. 	<p>Number Sense and Computation:</p> <ul style="list-style-type: none"> • demonstrate and write numbers between 101 and 200. • compare two whole numbers between 1 and 200 using symbols (>, <, or =). • identify or write a fraction for a representation with 2, 3, or 4 as the denominator. • compare two fractions with the same numerator (different denominators) using words or symbols. • add and subtract one- and two-digit numbers without regrouping in real-life situations. • solve single-digit multiplication problems with or without graphic support.
<p>Algebraic Thinking and Data Analysis:</p> <ul style="list-style-type: none"> • count pictures in a pictograph to answer a question. 	<p>Algebraic Thinking and Data Analysis:</p> <ul style="list-style-type: none"> • evaluate one-step real world problems involving addition or subtraction of whole numbers with graphic support. • answer simple questions using data from a bar graph or picture graph. • organize data into a graph using pictures. 	<p>Algebraic Thinking and Data Analysis:</p> <ul style="list-style-type: none"> • evaluate one-step real world problems involving addition or subtraction of whole numbers without graphic support. • create or select a statement that describes data from a graph.
<p>Geometry and Measurement:</p> <ul style="list-style-type: none"> • find the value of a collection of coins and/or bills. • classify figures as larger or smaller than an original figure. 	<p>Geometry and Measurement:</p> <ul style="list-style-type: none"> • identify a cube, sphere, cylinder, and/or cone. • solve real-world problems using pounds, gallons, quarts, liters, and/or grams. • tell time to the hour or half hour on an analog clock. • solve real-world time-lapse problems to the whole hour using graphic support. • identify perimeter as the distance around a figure. 	<p>Geometry and Measurement:</p> <ul style="list-style-type: none"> • tell time to the quarter hour on an analog clock. • solve real-world time lapse problems involving parts of an hour using graphic support. • solve real-world problems to determine money needed to make a purchase. • find the perimeter of a rectangle or triangle given the side lengths.