

ISTAR Grade 4 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 math 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 demonstrate 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 it also able to:</p>
<p>Number Sense and Computation:</p> <ul style="list-style-type: none"> • demonstrate and write numbers between 1 and 50 • compare two whole numbers between 1 and 20 using words (more than, less than, same, equal to). • identify the number of parts in a model. • add and subtract multi-digit whole numbers up to 100 without regrouping. • represent multiplication as skip counting. • divide an even number of objects (between 2 and 10) into 2 equal sets. 	<p>Number Sense and Computation:</p> <ul style="list-style-type: none"> • demonstrate and write numbers between 51 and 250. • compare two whole numbers between 1 and 500 using words (greater than, less than, or equal to). • express a whole number as a fraction using a model. • identify a missing factor in a multiplication problem when one factor is 5 or 10. • add and subtract multi-digit whole numbers up to 100 with regrouping. • multiply two whole numbers with products up to 10. • divide a group of objects (between 2 and 25) into smaller equal sets. 	<p>Number Sense and Computation:</p> <ul style="list-style-type: none"> • demonstrate and write numbers between 51 and 500. • compare two whole numbers between 1 and 500 using symbols (>, <, or =). • identify a missing factor in a multiplication problem. • add and subtract multi-digit whole numbers up to 1000 with regrouping. • multiply two whole numbers with products up to 100. • divide a group of objects (between 2 to 50) into smaller equal sets by relating to a division equation.
<p>Algebraic Thinking and Data Analysis:</p> <ul style="list-style-type: none"> • select a graphic which represents a real-world situation involving addition or subtraction. • count pictures in a pictograph to answer a question. 	<p>Algebraic Thinking and Data Analysis:</p> <ul style="list-style-type: none"> • evaluate one- or two- step word problems requiring addition or subtraction using graphic support. • read a pictograph or bar graph. • answer simple questions using data from a graph. 	<p>Algebraic Thinking and Data Analysis:</p> <ul style="list-style-type: none"> • evaluate one- or two-step word problems requiring addition or subtraction without graphic support. • complete or create graph using given data.
<p>Geometry and Measurement:</p> <ul style="list-style-type: none"> • identify attributes (i.e., angles and sides) of a two-dimensional figure. • identify an appropriate measurement tool for different purposes in a real life context. • tell time to the nearest hour on an analog clock. • count pennies, nickels, dimes or one-dollar bills. 	<p>Geometry and Measurement:</p> <ul style="list-style-type: none"> • classify triangles and quadrilaterals based on their number of sides/angles. • identify the appropriate units of measurement for different purposes in a real life context. • tell time to the nearest half-hour or quarter-hour on an analog clock. • count amounts of money that include pennies, nickels, dimes, quarters, and/or dollars. 	<p>Geometry and Measurement:</p> <ul style="list-style-type: none"> • identify parallel and perpendicular lines in shapes with graphic support. • solve time-lapse problems set in real-world contexts. • solve real-world problems to determine the amount of money needed to make a purchase. Graphic support may be included.