

ISTAR Grade 5 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 it also able to:</p>
<p>Number Sense and Computation:</p> <ul style="list-style-type: none"> • match models of tenths to the corresponding decimal numbers. • compare two graphic representations of decimal numbers. • divide a group of objects into smaller groups of equal proportion using graphic support • add or subtract with concrete objects. • show and solve one-digit multiplication with graphics. 	<p>Number Sense and Computation:</p> <ul style="list-style-type: none"> • demonstrate and write decimal numbers to the tenths place. • compare two decimal numbers (money amounts) with a value less than 1 using symbols (>, <, =) or words. • round decimals to the nearest whole number • solve real-world problems with division (no remainders with dividends up to 10). • solve one-step, real world problems involving addition, subtraction, or multiplication with graphic support. 	<p>Number Sense and Computation:</p> <ul style="list-style-type: none"> • demonstrate and write decimal numbers to the hundredths place. • compare two decimal numbers (including money amounts) to the hundredths place using symbols (>, <, =) or words. • solve real-world problems with division (no remainders with dividends up to 50). • solve one-step, real world problems involving addition, subtraction, or multiplication without graphic support.
<p>Algebraic Thinking and Data Analysis:</p> <ul style="list-style-type: none"> • solve money problems by counting money in a graphic. • count pictures in a pictograph to answer a question. 	<p>Algebraic Thinking and Data Analysis:</p> <ul style="list-style-type: none"> • solve real-world problems involving addition, subtraction, multiplication or division of whole numbers with graphic support. • solve real-world problems involving decimals (including money problems) with graphic support. • answer questions by analyzing data on a graph; determine whether or not a question can be answered by data on a given graph. 	<p>Algebraic Thinking and Data Analysis:</p> <ul style="list-style-type: none"> • solve real-world problems involving addition, subtraction, multiplication or division of whole numbers without graphic support. • solve real-world problems involving decimals (including money problems) without graphic support. • find a simple average using data displayed on a graph.
<p>Geometry and Measurement:</p> <ul style="list-style-type: none"> • identify right angles using the corresponding vocabulary “corner.” • recognize properties of simple planar figures with 4 or fewer sides. • identify and name regular planar figures with 4 or fewer sides. • recognize simple conversions of time (i.e., there are 7 days in a week, 24 hours in a day, etc.). • solve time lapse problems to the half and whole hour with graphic support. 	<p>Geometry and Measurement:</p> <ul style="list-style-type: none"> • categorize angles as right, acute, or obtuse. • identify the diameter and/or radius of a circle in a diagram. • recognize properties of simple planar figures with 6 or fewer sides. • identify and name regular planar figures with 6 or fewer sides. • convert measurements of time (i.e., days in a week(s), hours in a day(s), months in a year(s), etc.). • solve time lapse problems to the quarter hour with or without graphic support. 	<p>Geometry and Measurement:</p> <ul style="list-style-type: none"> • identify the diameter and/or radius of a circle in a real-life situation. Demonstrate that the diameter is twice the radius. • solve time lapse problems to the five-minute interval with or without graphic support.