Level 1	Level 2	Level 3	Level 4
Scores below 2381	Scores from 2381 to 2435	Scores from 2436 to 2500	Scores above 2500
A student performing at Level 1 is able to: interpret and	A student performing at Level 2 is able to: interpret and	A student performing at Level 3 is able to: interpret and carry	
carry out mathematical procedures with minimal precision	carry out mathematical procedures with partial precision	out mathematical procedures with adequate precision and	
and fluency; make sense of and solve simple and familiar	and fluency; make sense of and solve familiar problems in	fluency; make sense of and persevere in solving a range of	
problems in pure and applied mathematics with a high	pure and applied mathematics with a moderate degree of	unfamiliar problems in pure and applied mathematics with a	
degree of scaffolding; minimally explain and apply	scaffolding; partially explain and apply mathematical	limited degree of scaffolding; adequately explain and apply	
mathematical concepts; construct arguments using concrete	e concepts; find and identify the flaw in an argument; analyze	mathematical concepts; use stated assumptions, definitions and	
referents such as objects, drawings, diagrams, and actions;	familiar real-world scenarios, and use mathematical models	previous results to identify and repair a flawed argument; reason	
identify familiar real-world scenarios, and use simple	and given tools to partially interpret and solve basic	abstractly and quantitatively to analyze complex, real-world	
mathematical models and given tools to solve basic	problems.		
problems.			

Level 1	Level 2	Level 3	Level 4
Scores below 2484	Scores from 2484 to 2566	Scores from 2567 to 2634	Scores above 2634
A student performing at Level 1 is able to: interpret and carry out mathematical procedures with minimal precision and fluency; make sense of and solve simple and familiar problems in pure and applied mathematics with a high degree of scaffolding; minimally explain and apply mathematical concepts; construct arguments using concrete referents such as objects, drawings, diagrams, and actions; identify familiar real-world scenarios, and use simple mathematical models and given tools to solve basic problems.	A student performing at Level 2 is able to: interpret and carry out mathematical procedures with partial precision and fluency; make sense of and solve familiar problems in pure and applied mathematics with a moderate degree of scaffolding; partially explain and apply mathematical concepts; find and identify the flaw in an argument; analyze familiar real-world scenarios, and use mathematical models and given tools to partially interpret and solve basic problems.	A student performing at Level 3 is able to: interpret and carry out mathematical procedures with adequate precision and fluency; make sense of and persevere in solving a range of unfamiliar problems in pure and applied mathematics with a limited degree of scaffolding; adequately explain and apply mathematical concepts; use stated assumptions, definitions and previous results to identify and repair a flawed argument; reason abstractly and quantitatively to analyze complex, real-world scenarios; construct and use mathematical models and appropriate tools to accurately solve problems.	A student performing at Level 4 is able to: interpret and carry out mathematical procedures with high precision and fluency; make sense of a range of complex and unfamiliar problems in pure and applied mathematics with no scaffolding; thoroughly apply mathematical concepts; analyze and interpret the context of an unfamiliar situation for problems of increasing complexity; construct chains of logic about abstract concepts autonomously.
Scores below 2504	Scores from 2504 to 2585	Scores from 2586 to 2652	Scores above 2652
A student performing at Level 1 is able to: interpret and carry out mathematical procedures with minimal precision	A student performing at Level 2 is able to: interpret and carry out mathematical procedures with partial precision	A student performing at Level 3 is able to: interpret and carry out mathematical procedures with adequate precision and	A student performing at Level 4 is able to: interpret an carry out mathematical procedures with high precision
and fluency: make sense of and solve simple and familiar	and fluency: make sense of and solve familiar problems in	fluency: make sense of and persevere in solving a range of	and fluency: make sense of a range of complex and

problems in pure and applied mathematics with a high degree of scaffolding; minimally explain and apply referents such as objects, drawings, diagrams, and actions; identify familiar real-world scenarios, and use simple mathematical models and given tools to solve basic problems.

pure and applied mathematics with a moderate degree of scaffolding; partially explain and apply mathematical and given tools to partially interpret and solve basic problems.

ake sense of and persevere in solving a range of unfamiliar problems in pure and applied mathematics with a limited degree of scaffolding; adequately explain and apply mathematical concepts; construct arguments using concrete concepts; find and identify the flaw in an argument; analyze mathematical concepts; use stated assumptions, definitions and concepts; analyze and interpret the context of an familiar real-world scenarios, and use mathematical models previous results to identify and repair a flawed argument; reason unfamiliar situation for problems of increasing abstractly and quantitatively to analyze complex, real-world scenarios; construct and use mathematical models and appropriate tools to accurately solve problems.

Scores from 2628 to 2717

and nuency; make sense of a range of comp unfamiliar problems in pure and applied mathematics with no scaffolding; thoroughly apply mathematical complexity; construct chains of logic about abstract concepts autonomously.

Scores above 2717

Scores below 2543

A student performing at Level 1 is able to: interpret and carry out mathematical procedures with minimal precision and fluency; make sense of and solve simple and familiar problems in pure and applied mathematics with a high degree of scaffolding; minimally explain and apply mathematical concepts; construct arguments using concrete referents such as objects, drawings, diagrams, and actions; identify familiar real-world scenarios, and use simple mathematical models and given tools to solve basic problems.

A student performing at Level 2 is able to: interpret and carry out mathematical procedures with partial precision and fluency; make sense of and solve familiar problems in

Scores from 2543 to 2627

pure and applied mathematics with a moderate degree of

scaffolding; partially explain and apply mathematind auere conceptsai7.08 46.44 229.2 Tmnd flueiothemuewin an5and a.9 (x)3.6 (m)2.4 (x).4 (x).4