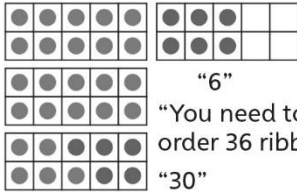


# Master 81: Activity 29 Assessment

## Solving Problems 2

Conceptual Understanding of Story Problems Behaviours/Strategies			
<p>1. Student reads story problem, but is unable to model add-to situations with concrete materials.</p> <p>“I don’t know what to do.”</p>	<p>2. Student models and solves addition problems, but cannot use symbols and equations to represent the problems.</p>	<p>3. Student models and solves addition problems and writes addition sentences, but struggles to represent thinking.</p> <p>“25 + 11 = ?” or “25 + 11 = 36” “What do I draw?”</p>	<p>4. Student successfully models and solves addition problem types, uses symbols and equations to represent the problems, and represents thinking on the Think Board.</p>
Observations/Documentation			
Addition Computational Behaviours/Strategies			
<p>1. Student counts three times to add quantities. The answer may not be accurate.</p> <p>“1, 2, 3, ..., 23, 24, 25” “1, 2, 3, ..., 9, 10, 11” “1, 2, 3, ..., 34, 35, 36”</p>	<p>2. Student counts on to add quantities.</p> <p>“26, 27, 28, ..., 34, 35, 36”</p>	<p>3. Student counts efficiently to add quantities (e.g., makes 10, subitizes).</p>  <p>“6” “You need to order 36 ribbons.” “30”</p>	<p>4. Student uses mental strategies flexibly and accurately to add quantities.</p> <p>“85 + 10 = 95, and 95 + 1 = 96”</p>
Observations/Documentation			