



# Master 75: Activity 28 Assessment

## Solving Problems 2

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