

Common Core - Mathematics

Domain: Modeling with Geometry (G-MG)

Modeling (apply geometric concepts in modeling situations) (G-MG)

High School

Score 4.0	In addition to Score 3.0, in-depth inferences and applications that go beyond instruction to the standard. The student will:	Example Activities
	3.5 In addition to score 3.0 performance, in-depth inferences and applications with partial success.	
Score 3.0	<p>The student will:</p> <ul style="list-style-type: none"> • apply geometric methods to solve design problems (G-MG.3) • apply concepts of density based on area and volume in modeling situations (G-MG.2) <p>The student exhibits no major errors or omissions.</p>	<p><u>Design Project</u> – Students will be assigned groups of three. The groups will be given specific design scenarios and will be required to use geometric methods to complete the project with the given specifications.</p>
	2.5 No major errors or omissions regarding 2.0 content and partial knowledge of the 3.0 content	
Score 2.0	<p>There are no major errors or omissions regarding the simpler details and processes as the student will:</p> <ul style="list-style-type: none"> • recognize or recall specific vocabulary, such as: <ul style="list-style-type: none"> ○ density • perform basic processes, such as: <ul style="list-style-type: none"> ○ use geometric shapes, their measures and their properties to describe objects (G-MG.1) <p>However, the student exhibits major errors or omissions regarding the more complex ideas and processes.</p>	<p><u>Geometric Shape Scavenger Hunt</u> – Students will be tasked with searching the school for real life examples of specified geometric shapes. The students will be asked to describe the properties and the measures of the real life examples that they select from around the campus. Each student will submit their findings to the teacher for feedback.</p>
	1.5 Partial knowledge of the 2.0 content but major errors or omissions regarding the 3.0 content	
Score 1.0	With help, a partial understanding of some of the simpler details and processes and some of the more complex ideas and processes.	
	0.5 With help, a partial understanding of the 2.0 content but not the 3.0 content	
Score 0.0	Even with help, no understanding or skill demonstrated.	