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| **LG #** | **L110** | **Standards:** | **G-MG.1.1, G-MG.1.2, G-MG.1.3** |
| **4.0** | **In addition to Score 3.0, in-depth inferences and applications that go beyond instruction to the standard.**  **The student will be able to:**   * Design a composite structure to meet constraints and optimization requirements.   **No major errors or omissions regarding the score 4.0 content.** | | |
| **3.5** | In addition to 3.0, in-depth inferences and applications with partial success. | | |
| **3.0** | **Students will be able to apply geometric concepts in modeling situations.**  **The student will be able to:**   * Use geometric shapes, their measures, and their properties to describe objects (e.g., modeling a tree trunk or a human torso as a cylinder) (G-MG.1.1) * Apply concepts of density based on area in modeling situations (e.g., persons per square mile) (G-MG.1.2) * Apply concepts of density based on volume in modeling situations (e.g., BTUs per cubic foot) (G-MG.1.2) * Apply geometric methods to solve design problems (e.g., designing an object or structure to satisfy physical constraints or minimize cost; working with typographic grid systems based on ratios) (G-MG.1.3)   **No major errors or omissions regarding the score 3.0 content (simple or complex).** | | |
| **2.5** | No major errors or omissions regarding 2.0 content and partial knowledge of 3.0 content. | | |
| **2.0** | **The student recognizes and describes specific terminology such as:**   |  |  |  | | --- | --- | --- | | * Density | * Constraints | * Area | | * Volume | * Modeling | * Ratio | | * Minimize | * Maximize |  |   **The student will be able to:**   * Use geometric shapes to describe objects (e.g., modeling a tree trunk or a human torso as a cylinder) (G-MG.1.1) * Calculate density based on area using a formula (G-MG.1.2) * Calculate density based on volume using a formula (G-MG.1.2) | | |
| **1.5** | Partial knowledge of the score 2.0 content, but major errors or omissions regarding score 3.0 content. | | |
| **1.0** | With 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 some of the simpler details and processes and some of the more complex ideas and processes. | | |
| **0.0** | Even with help, no understanding or skill is demonstrated | | |