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| **LG #** | **L211** | **Standards:** | **S-CP.1.4, S-CP.1.5** |
| **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:**   * Create a situation in which a two way table is an appropriate model. * Design a game that is fair and a game that is unfair.   **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 understand independence and conditional probability and use the rules of probability to compute and interpret data in a probability model.**  **The student will be able to:**   * Construct and interpret two-way frequency tables of data when two categories are associated with each object being classified. (S-CP.1.4) * Explain the concepts of conditional probability and independence in everyday language and everyday situations.(S-CP.1.5)   **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:**   |  |  |  | | --- | --- | --- | | * Subset | * Mutually Exclusive | * Dependent | | * Sample Space | * Probability | * Conditional Probability | | * Event | * Independent | * Two-Way Table | | * Addition Rule |  |  |   **The student will be able to:**   * Use the two-way table as a sample space to decide if events are independent and to approximate conditional probabilities. (S-CP.1.4) * Recognize the concepts of conditional probability and independence in everyday language and everyday situations.(S-CP.1.5) | | |
| **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 | | |