



Proficiency Scale Grade 2

Domain: Standards for Mathematical Content Strand: Operations and Algebraic Thinking (OA) Benchmark Code: 2.SMC.OA.1 Standard: Represent and solve problems involving addition and subtraction. (DOK 2)		
Score 4.0	In addition to a score 3.0 performance, the student demonstrates in-depth inferences and/or application of knowledge. Examples include, but are not limited to: <ul style="list-style-type: none"> ● Add and subtract numbers beyond 100. ● Solve multi-step word problems by adding and subtracting numbers beyond 100. 	
<i>Score 3.5</i>	<i>In addition to a score 3.0 performance, partial success at score 4.0 content</i>	
Score 3.0	Target goals: <ul style="list-style-type: none"> ● Represent and add numbers up to 100 with and without regrouping. ● Represent and subtract numbers up to 100 with and without regrouping. ● Solve two-step word problems involving addition and subtraction. 	
<i>Score 2.5</i>	<i>No major errors or omissions regarding score 2.0 content and partial success at score 3.0 content</i>	
Score 2.0	Simpler goals: <ul style="list-style-type: none"> ● Recognize and recall specific vocabulary, such as: <ul style="list-style-type: none"> ○ sum, difference, all together, in total, in all. ● Represent addition and subtraction problems using manipulatives and pictures. ● Solve one-step word problems involving addition and subtraction 	
<i>Score 1.5</i>	<i>Partial success at score 2.0 content and major errors or omissions regarding score 3.0 content</i>	
Score 1.0	With help, partial success at score 2.0 content and score 3.0 content	
<i>Score 0.5</i>	<i>With help, partial success at score 2.0 content but not at score 3.0 content</i>	
Score 0.0	Even with help, no success	



Proficiency Scale Grade 2

Domain: Standards for Mathematical Content
Strand: Operations and Algebraic Thinking (OA)
Benchmark Code: 2.SMC.OA.2
Standard: Add and subtract within 20. (DOK 1)

Score 4.0	In addition to a score 3.0 performance, the student demonstrates in-depth inferences and/or application of knowledge. Examples include, but are not limited to: <ul style="list-style-type: none"> ● Add and subtract within 50 mentally. ● Apply and explain the commutative property ($2 + 3 = 3 + 2$) and associative property ($2 + 6 + 4 = 2 + 10 = 12$). 	
	<i>Score 3.5</i>	<i>In addition to a score 3.0 performance, partial success at score 4.0 content</i>
Score 3.0	Target goals: <ul style="list-style-type: none"> ● Add within 20 mentally. ● Subtract within 20 mentally. ● Memorize all sums of two one-digit numbers. 	
	<i>Score 2.5</i>	<i>No major errors or omissions regarding score 2.0 content and partial success at score 3.0 content</i>
Score 2.0	Simpler goals: <ul style="list-style-type: none"> ● Recognize and recall specific vocabulary, such as: <ul style="list-style-type: none"> ○ sum, difference. ● Add and subtract within 10 mentally. ● Add and subtract within 20 using different strategies. 	
	<i>Score 1.5</i>	<i>Partial success at score 2.0 content and major errors or omissions regarding score 3.0 content</i>
Score 1.0	With help, partial success at score 2.0 content and score 3.0 content	
	<i>Score 0.5</i>	<i>With help, partial success at score 2.0 content but not at score 3.0 content</i>
Score 0.0	Even with help, no success	



Proficiency Scale Grade 2

Domain: Standards for Mathematical Content Strand: Operations and Algebraic Thinking (OA) Benchmark Code: 2.SMC.OA.3 Standard: Work with equal groups of objects to gain foundations for multiplication. (DOK 2)	
Score 4.0	<p>In addition to a score 3.0 performance, the student demonstrates in-depth inferences and/or application of knowledge.</p> <p>Examples include, but are not limited to:</p> <ul style="list-style-type: none"> ● Write an equation to express the total of a rectangular array with 6 or more rows and 6 or more columns as a sum of equal addends. ● Create an array with 6 or more rows and 6 or more columns to represent a given equation.
<i>Score 3.5</i>	<i>In addition to a score 3.0 performance, partial success at score 4.0 content</i>
Score 3.0	<p>Target goals:</p> <ul style="list-style-type: none"> ● Write an equation to express the sum of two equal addends as an even number. ● Write an equation to express the total of a rectangular array with up to 5 rows and 5 columns as a sum of equal addends.
<i>Score 2.5</i>	<i>No major errors or omissions regarding score 2.0 content and partial success at score 3.0 content</i>
Score 2.0	<p>Simpler goals:</p> <ul style="list-style-type: none"> ● Recognize and recall specific vocabulary, such as: <ul style="list-style-type: none"> ○ sum, addend, even. ● Determine whether a group of 20 or fewer objects contains an odd or even number of objects. ● Add objects arranged in a rectangular array with up to 5 rows and 5 columns.
<i>Score 1.5</i>	<i>Partial success at score 2.0 content and major errors or omissions regarding score 3.0 content</i>
Score 1.0	With help, partial success at score 2.0 content and score 3.0 content
<i>Score 0.5</i>	<i>With help, partial success at score 2.0 content but not at score 3.0 content</i>
Score 0.0	Even with help, no success



Proficiency Scale Grade 2	
Domain: Standards for Mathematical Content Strand: Number and Operations in Base Ten (NBT) Benchmark Code: 2.SMC.NBT.1 Standard: Understand place value (DOK 2)	
Score 4.0	In addition to a score 3.0 performance, the student demonstrates in-depth inferences and/or application of knowledge. Examples include, but are not limited to: <ul style="list-style-type: none"> ● Compare and contrast two three- or four-digit numbers using the symbols $>$, $<$, or $=$. ● Represent the digits of a four-digit or more number in amounts ones, tens, hundreds, thousands, etc.
<i>Score 3.5</i>	<i>In addition to a score 3.0 performance, partial success at score 4.0 content</i>
Score 3.0	Target goals: <ul style="list-style-type: none"> ● Represent the three digits of a three-digit number in amounts of hundreds, tens, and ones. ● Record the results of comparisons between two three-digit numbers using the symbols $>$, $<$, and $=$.
<i>Score 2.5</i>	<i>No major errors or omissions regarding score 2.0 content and partial success at score 3.0 content</i>
Score 2.0	Simpler goals: <ul style="list-style-type: none"> ● Recognize and recall specific vocabulary, such as: <ul style="list-style-type: none"> ○ hundreds, tens, ones, expanded form, $>$, $<$, and $=$. ● Count numbers up to 1,000 by skip-counting 5s, 10s, and 100s. ● Read and write numbers up to 1,000 using base-ten numerals, number names, and expanded form. ● Use manipulatives or models to represent a three digit number.
<i>Score 1.5</i>	<i>Partial success at score 2.0 content and major errors or omissions regarding score 3.0 content</i>
Score 1.0	With help, partial success at score 2.0 content and score 3.0 content
<i>Score 0.5</i>	<i>With help, partial success at score 2.0 content but not at score 3.0 content</i>
Score 0.0	Even with help, no success



Proficiency Scale Grade 2

Domain: Standards for Mathematical Content Strand: Number and Operations in Base Ten (NBT) Benchmark Code: 2.SMC.NBT.2 Standard: Use place value understanding and properties of operations to add and subtract. (DOK 2)	
Score 4.0	In addition to a score 3.0 performance, the student demonstrates in-depth inferences and/or application of knowledge. Examples include, but are not limited to: <ul style="list-style-type: none"> ● Explain the process of adding and subtracting numbers beyond 1,000.
<i>Score 3.5</i>	<i>In addition to a score 3.0 performance, partial success at score 4.0 content</i>
Score 3.0	Target goals: <ul style="list-style-type: none"> ● Demonstrate how using place value and properties of operations facilitates addition and subtraction. ● Add and subtract up to 1,000. ● Add and subtract 10 or 100 to a given number between 100 and 900 mentally.
<i>Score 2.5</i>	<i>No major errors or omissions regarding score 2.0 content and partial success at score 3.0 content</i>
Score 2.0	Simpler goals: <ul style="list-style-type: none"> ● Recognize and recall specific vocabulary, such as: <ul style="list-style-type: none"> ○ hundreds, tens, ones, thousands, sum, difference. ● Demonstrate the process of adding and subtracting numbers up to 100 using numbers, words, and/or pictures. ● Add up to four two-digit numbers.
<i>Score 1.5</i>	<i>Partial success at score 2.0 content and major errors or omissions regarding score 3.0 content</i>
Score 1.0	With help, partial success at score 2.0 content and score 3.0 content
<i>Score 0.5</i>	<i>With help, partial success at score 2.0 content but not at score 3.0 content</i>
Score 0.0	Even with help, no success



Proficiency Scale Grade 2

Domain: Standards for Mathematical Content

Strand: Measurement and Data (MD)

Benchmark Code: 2.SMC.MD.1

Standard: Measure and estimate lengths in standard units. (DOK 2)

Score 4.0	<p>In addition to a score 3.0 performance, the student demonstrates in-depth inferences and/or application of knowledge.</p> <p>Examples include, but are not limited to:</p> <ul style="list-style-type: none"> ● Describe how an object measured twice using different measurement units relates to the size of the unit (e.g., measure a book once in inches and once in centimeters). 	
	<i>Score 3.5</i>	<i>In addition to a score 3.0 performance, partial success at score 4.0 content</i>
Score 3.0	<p>Target goals:</p> <ul style="list-style-type: none"> ● Find the difference in length of two objects measured by a standard length unit. ● Compare units within the same measurement system (e.g., feet to inches or centimeters to meters). ● Measure lengths in standard units. 	
	<i>Score 2.5</i>	<i>No major errors or omissions regarding score 2.0 content and partial success at score 3.0 content</i>
Score 2.0	<p>Simpler goals:</p> <ul style="list-style-type: none"> ● Recognize and recall specific vocabulary, such as: <ul style="list-style-type: none"> ○ inches, feet, centimeters, meters, estimate, ruler, meter stick. ● Measure the length of an object by selecting and using appropriate tools. ● Estimate lengths using units of inches, feet, centimeters, and meters. 	
	<i>Score 1.5</i>	<i>Partial success at score 2.0 content and major errors or omissions regarding score 3.0 content</i>
Score 1.0	With help, partial success at score 2.0 content and score 3.0 content	
	<i>Score 0.5</i>	<i>With help, partial success at score 2.0 content but not at score 3.0 content</i>
Score 0.0	Even with help, no success	



Proficiency Scale Grade 2	
Domain: Standards for Mathematical Content Strand: Measurement and Data (MD) Benchmark Code: 2.SMC.MD.2 Standard: Relate addition and subtraction to length. (DOK 2)	
Score 4.0	In addition to a score 3.0 performance, the student demonstrates in-depth inferences and/or application of knowledge. Examples include, but are not limited to: <ul style="list-style-type: none"> ● Add and subtract up to 1,000 to solve word problems involving lengths measured using a standard length unit. ● Solve multi-step word problems involving adding and subtracting up to 100 involving lengths measured using a standard length unit.
<i>Score 3.5</i>	<i>In addition to a score 3.0 performance, partial success at score 4.0 content</i>
Score 3.0	Target goals: <ul style="list-style-type: none"> ● Add and subtract up to 100 to solve word problems involving lengths measured using a standard length unit.
<i>Score 2.5</i>	<i>No major errors or omissions regarding score 2.0 content and partial success at score 3.0 content</i>
Score 2.0	Simpler goals: <ul style="list-style-type: none"> ● Recognize and recall specific vocabulary, such as: <ul style="list-style-type: none"> ○ standard unit, number lines. ● Represent whole numbers up to 100 as lengths from 0 on a number line with equally spaced points. ● Represent whole number sums and differences of two lengths on a number line with equally spaced points from 0 to 100.
<i>Score 1.5</i>	<i>Partial success at score 2.0 content and major errors or omissions regarding score 3.0 content</i>
Score 1.0	With help, partial success at score 2.0 content and score 3.0 content
<i>Score 0.5</i>	<i>With help, partial success at score 2.0 content but not at score 3.0 content</i>
Score 0.0	Even with help, no success



Proficiency Scale Grade 2

Domain: Standards for Mathematical Content

Strand: Measurement and Data (MD)

Benchmark Code: 2.SMC.MD.3

Standard: Work with time and money. (DOK 2)

Score 4.0	<p>In addition to a score 3.0 performance, the student demonstrates in-depth inferences and/or application of knowledge.</p> <p>Examples include, but are not limited to:</p> <ul style="list-style-type: none"> ● Solve multi-step word problems using different denominations of money. ● Add and subtract denominations of cash containing digits in the ones and/or tens place. ● Tell and/or write time to the nearest minute using analog and digital clocks. 	
	<i>Score 3.5</i>	<i>In addition to a score 3.0 performance, partial success at score 4.0 content</i>
Score 3.0	<p>Target goals:</p> <ul style="list-style-type: none"> ● Tell and write time to the nearest 5 minutes (including A.M. and P.M.) using analog and digital clocks. ● Solve one-step word problems using different denominations of money. 	
	<i>Score 2.5</i>	<i>No major errors or omissions regarding score 2.0 content and partial success at score 3.0 content</i>
Score 2.0	<p>Simpler goals:</p> <ul style="list-style-type: none"> ● Recognize and recall specific vocabulary relating to time, such as: <ul style="list-style-type: none"> ○ second, minute, hour, analog, digital, A.M., P.M. ● Recall the value of specific time units, such as: <ul style="list-style-type: none"> ○ 60 seconds in 1 minute, 60 minutes in 1 hour, 24 hours in one day. ● Tell time to the nearest hour, half-hour, and quarter hour. ● Recognize and recall specific vocabulary relating to money, such as: <ul style="list-style-type: none"> ○ cent, dollar, price, cost, value, all together, remaining. ● Recall the value of specific denominations of money, such as: <ul style="list-style-type: none"> ○ 1 penny = 1 cent, 1 nickel = 5 cents, 1 dime = 10 cents, 1 quarter = 25 cents, 1 dollar = 100 cents. ● Make a dollar (100 cents) in more than one way. 	
	<i>Score 1.5</i>	<i>Partial success at score 2.0 content and major errors or omissions regarding score 3.0 content</i>
Score 1.0	With help, partial success at score 2.0 content and score 3.0 content	
	<i>Score</i>	<i>With help, partial success at score 2.0 content but not at score 3.0 content</i>

	0.5	
Score 0.0	Even with help, no success	

ARCHDIOCESE OF CHICAGO



Proficiency Scale Grade 2

Domain: Standards for Mathematical Content

Strand: Measurement and Data (MD)

Benchmark Code: 2.SMC.MD.4

Standard: Represent and interpret data. (DOK 2)

Score 4.0	In addition to a score 3.0 performance, the student demonstrates in-depth inferences and/or application of knowledge. Examples include, but are not limited to: <ul style="list-style-type: none"> ● Create and solve real-word problems using information from a pictograph, bar graph, or line plot. 	
	<i>Score 3.5</i>	<i>In addition to a score 3.0 performance, partial success at score 4.0 content</i>
Score 3.0	Target goals: <ul style="list-style-type: none"> ● Create a line plot from repeated measures of the same object or from the lengths of several objects to the nearest whole unit. ● Create bar graphs and pictographs from a given data set. ● Solve problems using information presented in a bar graph. 	
	<i>Score 2.5</i>	<i>No major errors or omissions regarding score 2.0 content and partial success at score 3.0 content</i>
Score 2.0	Simpler goals: <ul style="list-style-type: none"> ● Recognize and recall specific vocabulary, such as: <ul style="list-style-type: none"> ○ line plot, pictograph, bar graph, unit. ● Collect data from up to four categories on a pictograph or bar graph. ● Determine up to 4 categories from which to collect data. 	
	<i>Score 1.5</i>	<i>Partial success at score 2.0 content and major errors or omissions regarding score 3.0 content</i>
Score 1.0	With help, partial success at score 2.0 content and score 3.0 content	
	<i>Score 0.5</i>	<i>With help, partial success at score 2.0 content but not at score 3.0 content</i>
Score 0.0	Even with help, no success	



Proficiency Scale Grade 2

Domain: Standards for Mathematical Content

Strand: Geometry (G)

Benchmark Code: 2.SMC.G.1

Standard: Reason with shapes and their attributes. (DOK 2)

Score 4.0	<p>In addition to a score 3.0 performance, the student demonstrates in-depth inferences and/or application of knowledge.</p> <p>Examples include, but are not limited to:</p> <ul style="list-style-type: none"> ● Compare the same number of partitions between different shapes (e.g., half of a circle is the same as half a square). 	
	<i>Score 3.5</i>	<i>In addition to a score 3.0 performance, partial success at score 4.0 content</i>
Score 3.0	<p>Target goals:</p> <ul style="list-style-type: none"> ● Describe two, three, and four equal shares of circles and rectangles using words and phrases (e.g., halves, thirds, quarters). ● Describe how shapes of equal shares relate to identical wholes. 	
	<i>Score 2.5</i>	<i>No major errors or omissions regarding score 2.0 content and partial success at score 3.0 content</i>
Score 2.0	<p>Simpler goals:</p> <ul style="list-style-type: none"> ● Recognize and recall specific vocabulary, such as: <ul style="list-style-type: none"> ○ triangle, quadrilateral, pentagon, hexagon, cube. ● Draw shapes having a given number of angles, faces, or lengths. ● Partition a rectangle into rows and columns of same-size squares. ● Count the number of same-size squares in a rectangle partitioned into rows and columns. 	
	<i>Score 1.5</i>	<i>Partial success at score 2.0 content and major errors or omissions regarding score 3.0 content</i>
Score 1.0	With help, partial success at score 2.0 content and score 3.0 content	
	<i>Score 0.5</i>	<i>With help, partial success at score 2.0 content but not at score 3.0 content</i>
Score 0.0	Even with help, no success	