

Guide to making judgments — Year 4 Mathematics Student

Purpose: To demonstrate mathematical thinking and reasoning when solving problems.

Knowledge and understanding Thinking and reasoning	Knowledge and understanding Thinking and reasoning	Reflecting	Communicating	
Uses mathematical strategies to generate shopping and fundraising solutions. Q 3–7,10	Uses mathematical strategies to generate time-related solutions. Q 8, 9	Identifies the contribution of mathematics in the hermit crab project and applies new understandings to other situations. Q 1, 2, 11	Uses everyday and mathematical language and working to communicate thinking and reasoning. Q 3, 8, 10	
◀ Uses appropriate strategies to generate correct solutions.	◀ Completes Table 1 and 2 correctly.	◀ Consistently identifies how mathematics is used in the project and how learning can be applied in three new situations.	◀ Communicates thinking and reasoning using clear and precise mathematical working or explanations. Correct units are used consistently.	A
◀ Uses appropriate strategies to generate mostly correct solutions.	◀ Completes Table 1 correctly and Table 2 mostly correctly.			B
	◀ Completes Table 1 correctly OR Completes two start/finish times correctly with some success in completing Table 2 using answers from Table 1.	◀ Identifies examples of how mathematics is used in the project and identifies new situations.	◀ Communicates thinking and reasoning using appropriate mathematical working or explanations.	C
◀ Uses operations to generate a possible solution.			◀ Provides some working or explanation.	D
◀ Provides some progress towards a solution.	◀ Completes one start or finish time in Table 1 correctly.	◀ Makes statements unrelated to mathematics.		E

Feedback

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