

# Chapter 1 Task Rubric

Category	Level 1 (50–59%)	Level 2 (60–69%)	Level 3 (70–79%)	Level 4 (80–100%)
<b>Knowledge and Understanding</b> (A.1.3, A.1.5, A.1.6, A.2.1, A.2.3)				
	With limited accuracy	With some accuracy	With considerable accuracy	With a high degree of accuracy
• calculates house winnings/losses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• calculates theoretical probability	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• determines odds	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• calculates experimental probability	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• determines fair payouts	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Thinking</b> (A.1.5, A.1.6, A.1.7, A.2.1, A.2.2, A.2.4)				
	With limited effectiveness	With some effectiveness	With considerable effectiveness	With a high degree of effectiveness
• judges the reasonableness of answers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• compares theoretical and experimental probability	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• makes inferences	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• makes convincing arguments	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Communication</b> (A.1.3, A.1.5, A.1.6, A.1.7, A.2.1, A.2.2, A.2.3, A.2.4)				
• uses conventions (e.g., use of dollar signs, money to 2 decimal places)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• uses vocabulary and terminology	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Application</b> (A.1.5, A.1.6, A.1.7, A.2.1, A.2.2, A.2.4)				
• transfers knowledge and skills to new contexts	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
• makes connections between various concepts	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

