

Chapter Problem Wrap-Up Rubric

Category	Level 1	Level 2	Level 3	Level 4
Knowledge/ Understanding <ul style="list-style-type: none"> Calculates the greatest possible area Plots data accurately 	Calculates the greatest possible area and finds the equations of the ramps using the graphing calculator Plots data with considerable assistance	Calculates the greatest possible area and finds the equations of the ramps using the graphing calculator Plots data with some assistance	Calculates the greatest possible area and finds the equations of the ramps using the graphing calculator Plots data accurately	Calculates the greatest possible area of the arena by solving the quadratic equation and finds the equations of the ramps without the use of a graphing calculator Plots data accurately
Thinking <ul style="list-style-type: none"> Completes a table of values Finds the equations of the ramps 	Finds the greatest possible area by completing a table of values Finds the equations of the ramps with considerable assistance	Finds the greatest possible area by completing a table of values Finds the equations of the ramps with some assistance	Finds the greatest possible area with a limited number of data (ordered pairs) to plot Finds the equations of the ramps	Develops the quadratic equation by sketching a rectangle and correctly representing the width and length Develops the equations for the ramps by interpreting the meaning of the data without the use of a graphing calculator
Communication <ul style="list-style-type: none"> Uses proper form 	Uses proper form and units with considerable assistance	Uses proper form and units with some assistance	Uses proper form and units	Thoroughly uses proper form to develop and solve equations and uses units in a clear and complete way
Application <ul style="list-style-type: none"> Uses a graphing calculator 	Uses the graphing calculator to find the greatest possible area and the equations for the ramps with considerable assistance	Uses the graphing calculator to find the greatest possible area and the equations for the ramps with some assistance	Uses the graphing calculator to find the greatest possible area and the equations for the ramps	Uses the correct form of the quadratic equation developed by a sketch of a rectangular arena to find the greatest possible area and recognizes the vertex point and zeros from the data to develop the equations of the ramps