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| Problem Type:\_\_\_\_\_\_\_\_  CGI Story: |

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| Number Sets: |

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| **Non-Valid** | **Direct Modeling by 1’s** | **Direct Modeling by 10’s** | **Counting** | **Invented Algorithms**  (see pages 70-74 in Children’s Mathematics for more detailed information) | **Flexible Strategies**  (can be evident in any of the previous three stages) |
|  | -Represents each quantity as a collection of single units  -Follows action or situation of story | -Represents each quantity, uses at least some groups of tens to represent  quantities | -Conserves one number is his/her head  -Counts on or back by ONES | -Incrementing strategy  -Combining like units strategy  -Compensating strategy | -Strategy does not match the action or situation of the problem |
|  |  |  |  |  |  |

Possible standard to score: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_