

Proficiency Scales

Critical Thinker & Problem Solver

Critical Thinker & Problem Solver: Analyzing Information from Multiple Sources to determine accuracy, credibility, and relevance

Grade 3-5

Score 4 (Advanced)

Student draws informed conclusions by synthesizing information from multiple sources and can explain why one source may be more accurate, credible, and relevant than others, including consideration of the author's purpose or potential bias. For example, the student identifies bias in a blog post versus a scientific article and explains how this shapes the quality of the information.

Student Version:

I can put together information from different sources and explain why some are better than others by thinking about the author's purpose or possible bias.

Score 3.5: Advanced Partial - In addition to score 3.0 performance, partial success at score 4.0 content

Score 3 (Target/Proficient)

Student can analyze information from two or more sources on the same topic to determine which sources are accurate, credible, and relevant. For example, the student can compare texts to evaluate which is more trustworthy and why.

Student Version:

I can look at information from two or more sources and decide which ones are more accurate, trustworthy, and useful for my topic.

Score 2.5: Proficient Partial - No major errors or omissions regarding score 2.0 content, and partial success at

Score 2 (Developing)

Student will recognize and recall basic vocabulary and foundational concepts including: accuracy, credibility, relevance, source, evidence, claim. Foundational skills include: identifying different sources (e. g. , books, websites, videos), distinguishing facts from opinions, and recognizing the main idea and supporting details. For example, students can identify whether information comes from a book or a website and explain what makes something a fact or an opinion.

Student Version:

I can remember and use important words like accuracy, credibility, and relevance. I can tell the difference between facts and opinions, and I can find the main idea in something I read or watch.

Score 1.5: Developing Partial - Partial success at score 2.0 content, and major errors or omissions regarding

Score 1.0: With Help - With help, partial success at score 2.0 content and score 3.0 content

Score 0.5: With Help Partial - With help, partial success at score 2.0 content but not at score 3.0 content

Score 0.0: No Success - Even with help, no success

Why It Matters

Understanding how to check if information is reliable helps you make good decisions and avoid being tricked by false or biased stories. You'll use these skills whenever you learn something new, solve problems, or do research in school or in life.

Score 4 (Advanced)

Student will synthesize information from multiple sources, drawing well-reasoned conclusions supported by evidence, and justify source selections by critiquing perspectives and potential biases. For example, the student writes a research report that not only evaluates source quality but also explains how different perspectives affect the interpretation of information.

Student Version:

I can use information from different sources to make conclusions and explain why some sources are better than others based on their accuracy and point of view.

Score 3.5: Advanced Partial - In addition to score 3.0 performance, partial success at score 4.0 content

Score 3 (Target/Proficient)

Student will analyze information from multiple sources to determine the accuracy, credibility, and relevance of each source. For example, a student reads several articles on a current event and objectively evaluates which sources are dependable and which contain bias or unreliable information.

Student Version:

I can analyze information from different sources to decide if each source is accurate, credible, and relevant.

Score 2.5: Proficient Partial - No major errors or omissions regarding score 2.0 content, and partial success at

Score 2 (Developing)

Student will recognize and recall basic vocabulary and foundational concepts including: bias, source, reliability, accuracy, relevance, credibility. Foundational skills include: identifying an author's credentials, distinguishing between primary and secondary sources, describing what makes information relevant, and recognizing the date of publication. For example, students can list factors that make a source trustworthy and define what it means for information to be up to date.

Student Version:

I can remember and use words like bias, reliability, and credibility. I can tell if a source is recent and identify basic information about the author.

Score 1.5: Developing Partial - Partial success at score 2.0 content, and major errors or omissions regarding

Score 1.0: With Help - With help, partial success at score 2.0 content and score 3.0 content

Score 0.5: With Help Partial - With help, partial success at score 2.0 content but not at score 3.0 content

Score 0.0: No Success - Even with help, no success

Why It Matters

Knowing how to find and evaluate accurate information helps you make smart decisions in school, work, and life. Being able to judge whether sources are trustworthy prepares you for college research, your career, and everyday choices-like knowing which news to believe.

Score 4 (Advanced)

Student can synthesize findings across multiple, diverse sources to draw well-supported conclusions, while explaining the impact of discrepancies or biases among sources. For example, students integrate information from primary and secondary sources, identify conflicting viewpoints, and explain how these differences affect their conclusions.

Student Version:

I can combine information from different sources, explain why some sources may disagree, and show how that changes what I've learned.

Score 3.5: Advanced Partial - In addition to score 3.0 performance, partial success at score 4.0 content

Score 3 (Target/Proficient)

Student can analyze information from multiple sources to assess and justify which are accurate, credible, and relevant to their research or inquiry. For example, students compare two articles about the same event, determine which information is most trustworthy, and explain their reasoning.

Student Version:

I can analyze and decide if information from different sources is accurate, trustworthy, and fits my research.

Score 2.5: Proficient Partial - No major errors or omissions regarding score 2.0 content, and partial success at

Score 2 (Developing)

Student will recognize and recall basic vocabulary and foundational concepts including: source, fact, opinion, bias, credibility, relevance. Foundational skills include: distinguishing fact from opinion, identifying the author and their purpose, recognizing common types of sources (book, website, article), and understanding what makes information relevant to a topic. For example, students can define 'bias,' identify an author's purpose, and distinguish a credible news outlet from a personal blog.

Student Version:

I can remember and use important words like source, fact, and bias. I can tell the difference between a fact and an opinion and know if a source relates to my topic.

Score 1.5: Developing Partial - Partial success at score 2.0 content, and major errors or omissions regarding

Score 1.0: With Help - With help, partial success at score 2.0 content and score 3.0 content

Score 0.5: With Help Partial - With help, partial success at score 2.0 content but not at score 3.0 content

Score 0.0: No Success - Even with help, no success

Why It Matters

Being able to tell if information is accurate, trustworthy, and important helps you make smart decisions in school and life. You'll use these skills when doing research, reading the news, or deciding what to believe online. This prepares you for college, jobs, and being an informed citizen.

Score 4 (Advanced)

Student will independently investigate a complex question using information from multiple sources, synthesizing their findings to draw nuanced conclusions and justify their reasoning by evaluating subtler forms of bias, context, or conflicting evidence. For example, students analyze primary and secondary sources about a historical event and explain how perspectives and presentation of facts influence public understanding.

Student Version:

I can combine information from different sources to explain a complex idea. I can also spot hidden bias or conflicting evidence and explain my thinking.

Score 3.5: Advanced Partial - In addition to score 3.0 performance, partial success at score 4.0 content

Score 3 (Target/Proficient)

Student will analyze information from two or more sources, accurately comparing their accuracy, credibility, and relevance to answer a guiding question or solve a problem. For example, students can read two news articles about the same event and determine which presents more reliable and relevant information.

Student Version:

I can use information from different sources to figure out which is most accurate, trustworthy, and useful for my topic.

Score 2.5: Proficient Partial - No major errors or omissions regarding score 2.0 content, and partial success at

Score 2 (Developing)

Student will recognize and recall basic vocabulary and foundational concepts including: accuracy, credibility, relevance, bias, source, fact-check. Foundational skills include: identifying the main idea in a source, recognizing the difference between opinions and facts, naming reasons to trust or distrust a source, and listing types of sources (such as books, websites, articles). For example, students can match the term 'bias' with its definition and identify whether a statement is a fact or opinion.

Student Version:

I can remember and use important words like accuracy, credibility, and relevance. I can find the main idea in a source and tell the difference between facts and opinions.

Score 1.5: Developing Partial - Partial success at score 2.0 content, and major errors or omissions regarding

Score 1.0: With Help - With help, partial success at score 2.0 content and score 3.0 content

Score 0.5: With Help Partial - With help, partial success at score 2.0 content but not at score 3.0 content

Score 0.0: No Success - Even with help, no success

Why It Matters

Understanding how to check if information is accurate, trustworthy, and useful helps you make smart decisions in everyday life. You'll use these skills when researching online, watching the news, or working on school projects. It prepares you to be an informed citizen and a critical thinker.

Score 4 (Advanced)

Student will independently investigate information from several sources, justify their reasoning for believing which source is most reliable or important, and apply their findings to make a decision or solve a problem (e. g. , explaining why they would choose one source over another when planning a class project).

Student Version:

I can find information from different places, explain which is best to use and why, and make good choices with what I learn.

Score 3.5: Advanced Partial - In addition to score 3.0 performance, partial success at score 4.0 content

Score 3 (Target/Proficient)

Student will analyze and compare information from two or more sources to decide which information is most accurate, credible, and relevant for a specific topic or question. For example, given two stories about the same event, the student can explain which one gives better or more trustworthy facts for their purpose.

Student Version:

I can look at information from more than one place and decide which is most true and helpful for my question.

Score 2.5: Proficient Partial - No major errors or omissions regarding score 2.0 content, and partial success at

Score 2 (Developing)

Student will recognize and recall basic vocabulary and foundational concepts including: source, fact, opinion, true, and author. Foundational skills include: identifying a source, distinguishing between fact and opinion, recognizing whether a source is a person or a book, and stating who wrote or said something. For example, students can point to where information came from and describe if something sounds true.

Student Version:

I can remember and use words like source, fact, and opinion. I can tell where I found my information and if it sounds true or not.

Score 1.5: Developing Partial - Partial success at score 2.0 content, and major errors or omissions regarding

Score 1.0: With Help - With help, partial success at score 2.0 content and score 3.0 content

Score 0.5: With Help Partial - With help, partial success at score 2.0 content but not at score 3.0 content

Score 0.0: No Success - Even with help, no success

Why It Matters

Knowing how to find the best information helps you make good choices and learn new things every day. You'll use these skills when reading stories, solving problems, and understanding what people tell you in school and in life.

Score 4 (Advanced)

Student independently finds creative ways to combine information and skills from multiple subject areas to address new or unfamiliar challenges. For example, a student might design a garden using math (measuring space), science (knowing what plants need), and art (drawing the garden plan), then explain their ideas to the class.

Student Version:

I can find my own creative ways to use ideas from different subjects to solve new problems.

Score 3.5: Advanced Partial - In addition to score 3.0 performance, partial success at score 4.0 content

Score 3 (Target/Proficient)

Student will connect knowledge from two or more subject areas to solve a simple problem or complete a project. For example, students might use math to help measure ingredients in a science experiment, or use drawing and writing to create a storybook about animals.

Student Version:

I can use things I learn in different subjects together to help me solve problems or do projects.

Score 2.5: Proficient Partial - No major errors or omissions regarding score 2.0 content, and partial success at

Score 2 (Developing)

Student will recognize and recall basic vocabulary and foundational concepts, including: connect, subject, science, math, story, problem. Foundational skills include: identifying different school subjects, recognizing simple problems, naming tools used in each subject, matching vocabulary to subjects. For example, students can identify that science is about experiments and math is about numbers, or that stories are read in reading class.

Student Version:

I can remember and talk about words like connect, science, math, story, problem, and name different school subjects.

Score 1.5: Developing Partial - Partial success at score 2.0 content, and major errors or omissions regarding

Score 1.0: With Help - With help, partial success at score 2.0 content and score 3.0 content

Score 0.5: With Help Partial - With help, partial success at score 2.0 content but not at score 3.0 content

Score 0.0: No Success - Even with help, no success

Why It Matters

Combining what you learn in different subjects helps you solve real-life problems and be creative. When you use skills from more than one area, you're better prepared for things you'll do every day, like building, cooking, or creating art, and it gets you ready for bigger projects as you learn and grow.

Score 4 (Advanced)

Student independently designs innovative solutions to complex challenges by synthesizing insights from at least three or more distinct subject areas, and reflects on how integrating diverse perspectives leads to new understanding. For example, the student creates a campaign for environmental sustainability that merges scientific research, persuasive writing, economic modeling, and artistic design.

Student Version:

I can create unique solutions by combining ideas from three or more subjects and explain how looking at problems in new ways helps me understand them better.

Score 3.5: Advanced Partial - In addition to score 3.0 performance, partial success at score 4.0 content

Score 3 (Target/Proficient)

Student will systematically connect knowledge and approaches from multiple subject areas to analyze and address a complex real-world challenge. For example, the student constructs a multi-step plan to address a public health issue, integrating information from biology, statistics, and social studies into a cohesive solution.

Student Version:

I can connect what I know from different subjects to analyze and solve a complex problem.

Score 2.5: Proficient Partial - No major errors or omissions regarding score 2.0 content, and partial success at

Score 2 (Developing)

Student will recognize and recall basic vocabulary and foundational concepts including: interdisciplinary, synthesis, collaboration, perspective, integration, and application. Foundational skills include: identifying subject areas involved in a problem, listing key concepts from each discipline, recognizing the value of diverse perspectives, and describing how different disciplines can inform an issue. For example, students can list science and economics as relevant fields to climate change and explain what each contributes.

Student Version:

I can remember and use important words like interdisciplinary, synthesis, and integration. I can list ideas from different subjects and explain how they relate to a problem.

Score 1.5: Developing Partial - Partial success at score 2.0 content, and major errors or omissions regarding

Score 1.0: With Help - With help, partial success at score 2.0 content and score 3.0 content

Score 0.5: With Help Partial - With help, partial success at score 2.0 content but not at score 3.0 content

Score 0.0: No Success - Even with help, no success

Why It Matters

Being able to connect ideas from different subjects helps you solve real-life problems that are often complex and require more than one area of knowledge. You'll use this skill when working on big projects, making decisions, or tackling challenges in college, careers, and everyday life.

Score 4 (Advanced)

Student goes beyond assigned tasks to critically evaluate or design original solutions using knowledge from multiple subjects, and can justify their decisions or approaches. For example, the student creates a proposal to reduce local water pollution and presents the environmental, mathematical, and social impacts of their plan, including possible obstacles and solutions.

Student Version:

I can use my knowledge from many subjects to come up with new ideas or solutions and explain why they make sense.

Score 3.5: Advanced Partial - In addition to score 3.0 performance, partial success at score 4.0 content

Score 3 (Target/Proficient)

Student will independently connect concepts and information from two or more subject areas to address a complex challenge or problem. For example, the student makes a plan to research water pollution by combining science knowledge with data analysis skills from math.

Student Version:

I can bring together what I know from different subjects to solve a difficult problem.

Score 2.5: Proficient Partial - No major errors or omissions regarding score 2.0 content, and partial success at

Score 2 (Developing)

Student will recognize and recall basic vocabulary and foundational concepts including: interdisciplinary, collaboration, synthesis, analysis, and perspective. Foundational skills include: identifying information from different subjects, explaining how two subjects are related, and describing real-world problems that require more than one subject to solve. For example, students can define 'interdisciplinary' and identify situations where math and science are used together.

Student Version:

I can remember and use important words like interdisciplinary, collaboration, and synthesis. I can explain basic ideas about how subjects connect.

Score 1.5: Developing Partial - Partial success at score 2.0 content, and major errors or omissions regarding

Score 1.0: With Help - With help, partial success at score 2.0 content and score 3.0 content

Score 0.5: With Help Partial - With help, partial success at score 2.0 content but not at score 3.0 content

Score 0.0: No Success - Even with help, no success

Why It Matters

Understanding how to use ideas from different subjects helps you solve real-life problems, like designing a new invention or fixing an issue in your community. You'll use these skills when you work with others, figure out solutions, and prepare for jobs or college in the future.

Score 4 (Advanced)

Student will evaluate or refine interdisciplinary solutions by considering multiple perspectives, predicting implications, or adapting their approach based on feedback or new information. For example, students revise their plan after receiving input from community members or anticipate long-term effects of their proposed solution.

Student Version:

I can improve my interdisciplinary solution by using feedback, considering different viewpoints, or thinking about what might happen in the future.

Score 3.5: Advanced Partial - In addition to score 3.0 performance, partial success at score 4.0 content

Score 3 (Target/Proficient)

Student will connect relevant knowledge, concepts, or methods from at least two different subject areas to propose a thoughtful solution to a defined complex challenge. For example, students might combine principles from environmental science and economics to propose a plan for reducing plastic waste in their community.

Student Version:

I can use what I know from different subject areas to solve complex problems.

Score 2.5: Proficient Partial - No major errors or omissions regarding score 2.0 content, and partial success at

Score 2 (Developing)

Student will recognize and recall basic vocabulary and foundational concepts including: interdisciplinary, synthesis, collaboration, perspective, integration, and challenge. Foundational skills include: identifying key ideas from different subject areas, listing relevant facts, recognizing subject boundaries, and summarizing separate topics. For example, students can define what it means to integrate information from science and history, and describe what a 'complex challenge' is.

Student Version:

I can remember and use important words like interdisciplinary, synthesis, and collaboration. I can find basic facts and ideas from different subjects and explain them.

Score 1.5: Developing Partial - Partial success at score 2.0 content, and major errors or omissions regarding

Score 1.0: With Help - With help, partial success at score 2.0 content and score 3.0 content

Score 0.5: With Help Partial - With help, partial success at score 2.0 content but not at score 3.0 content

Score 0.0: No Success - Even with help, no success

Why It Matters

Solving real-world problems often means using ideas from more than one subject. When you connect knowledge from different areas, you become a better problem solver and communicator-skills that will help you in college, at work, and in making your community a better place.

Score 4 (Advanced)

Student applies knowledge from multiple subject areas creatively to propose original solutions or insights for unfamiliar and complex challenges, and can explain their reasoning. For example, the student invents a new tool to clean up a local park using science, math, and art skills, and justifies their solution with evidence from each subject.

Student Version:

I can use what I know from many subjects in new ways to invent solutions for really hard challenges and explain my thinking.

Score 3.5: Advanced Partial - In addition to score 3.0 performance, partial success at score 4.0 content

Score 3 (Target/Proficient)

Student independently connects knowledge from two or more subject areas to address a complex challenge or problem. For example, the student uses math and science together to design a simple bridge or combines reading skills and social studies to research and explain an historical event.

Student Version:

I can use ideas from two or more subjects together to solve a hard problem.

Score 2.5: Proficient Partial - No major errors or omissions regarding score 2.0 content, and partial success at

Score 2 (Developing)

Student will recognize and recall basic vocabulary and foundational concepts including: integrate, subject area, knowledge, problem-solving, connection, challenge. Foundational skills include: identifying subjects (like science, math, social studies), recognizing simple connections between two subjects, naming facts from different areas, and understanding the idea of solving a problem. For example, students can name subjects and give an example of a fact from each, such as a science fact and a math fact.

Student Version:

I can remember and use important words like integrate, subject, and solve. I can tell facts from different subjects and explain what each one is about.

Score 1.5: Developing Partial - Partial success at score 2.0 content, and major errors or omissions regarding

Score 1.0: With Help - With help, partial success at score 2.0 content and score 3.0 content

Score 0.5: With Help Partial - With help, partial success at score 2.0 content but not at score 3.0 content

Score 0.0: No Success - Even with help, no success

Why It Matters

Using what you know from different subjects helps you solve big, interesting problems in real life. You'll use these skills when you work on group projects, find creative solutions, and get ready for jobs that need lots of different knowledge.

Score 4 (Advanced)

Student will apply their process for developing thoughtful, practical, and creative solutions to a complex or unfamiliar problem, making adjustments as needed and explaining their reasoning. For example, students tackle an open-ended real-world issue, iterating on their ideas based on feedback or new information, and justify why their solution is effective and innovative.

Student Version:

I can use my solution process to solve a challenging or new problem, make changes when needed, and explain why my solution works well.

Score 3.5: Advanced Partial - In addition to score 3.0 performance, partial success at score 4.0 content

Score 3 (Target/Proficient)

Student will develop a solution to a specific problem that demonstrates thoughtfulness, practicality, and creativity. For example, students independently analyze a problem, generate possible solutions, and select an option that is both feasible and original.

Student Version:

I can develop a solution to a problem that is thoughtful, practical, and creative.

Score 2.5: Proficient Partial - No major errors or omissions regarding score 2.0 content, and partial success at

Score 2 (Developing)

Student will recognize and recall key vocabulary such as: solution, problem, creative, practical, constraint, and brainstorming. Foundational skills include: identifying a problem, listing possible solutions, defining constraints, and distinguishing practical ideas from impractical ones. For example, students can name different types of solutions and describe basic strategies for brainstorming ideas.

Student Version:

I can remember and use important words like solution, problem, and creative. I can list different ways to solve a problem and tell which ones might actually work.

Score 1.5: Developing Partial - Partial success at score 2.0 content, and major errors or omissions regarding

Score 1.0: With Help - With help, partial success at score 2.0 content and score 3.0 content

Score 0.5: With Help Partial - With help, partial success at score 2.0 content but not at score 3.0 content

Score 0.0: No Success - Even with help, no success

Why It Matters

Being able to develop solutions that are thoughtful, practical, and creative helps you tackle real-life problems at school, at work, and in the world. These skills make you a better problem solver and innovator, preparing you for future challenges and opportunities.

Score 4 (Advanced)

Student extends the skill by evaluating and improving their solution based on feedback, considering multiple perspectives, or adapting their idea to solve a new or more complex problem. For example, the student revises their classroom organization system after peer suggestions or applies the strategy to help organize a different space.

Student Version:

I can make my solution even better by using feedback or using my ideas to solve a new or harder problem.

Score 3.5: Advanced Partial - In addition to score 3.0 performance, partial success at score 4.0 content

Score 3 (Target/Proficient)

Student will independently develop a solution that is thoughtful, practical, and creative for a given real-world problem. For example, the student generates an original way to organize class supplies that is both useful and unique.

Student Version:

I can create a solution to a problem that is practical, thoughtful, and shows creative thinking.

Score 2.5: Proficient Partial - No major errors or omissions regarding score 2.0 content, and partial success at

Score 2 (Developing)

Student will recognize and recall basic vocabulary and foundational concepts including: solution, creativity, practical, brainstorm, obstacle, evaluate. Foundational skills include: identifying a problem, brainstorming possible ideas, describing what makes an idea practical, and recognizing creative thinking in examples. For example, students can list possible solutions to a simple classroom issue and define what makes a solution work.

Student Version:

I can remember and use words like solution, creativity, and brainstorm. I can tell what a problem is and list some ways to solve it.

Score 1.5: Developing Partial - Partial success at score 2.0 content, and major errors or omissions regarding

Score 1.0: With Help - With help, partial success at score 2.0 content and score 3.0 content

Score 0.5: With Help Partial - With help, partial success at score 2.0 content but not at score 3.0 content

Score 0.0: No Success - Even with help, no success

Why It Matters

Being able to solve problems in creative and useful ways helps you handle challenges in school and life. You'll use these skills when working in groups, inventing new things, or fixing things that don't work. It also helps you get ready for future jobs that need teamwork and new ideas.

Score 4 (Advanced)

Student will extend beyond expectations by refining or adapting solutions based on feedback, anticipating future challenges, or applying the thoughtful, practical, and creative approach to a complex or unfamiliar scenario. For example, the student adapts their solution after gathering peer feedback and foresees possible obstacles, offering adjustments before implementation.

Student Version:

I can improve my solution after getting feedback, think ahead to possible problems, or use my skills to solve tough new problems.

Score 3.5: Advanced Partial - In addition to score 3.0 performance, partial success at score 4.0 content

Score 3 (Target/Proficient)

Student will independently develop a solution to a defined problem that is thoughtful, practical, and creative, clearly addressing the requirements of the situation. For example, the student creates a project proposal for a community issue that balances innovation with realistic implementation.

Student Version:

I can make a solution for a problem that is thoughtful, practical, and creative, making sure it really works for the situation.

Score 2.5: Proficient Partial - No major errors or omissions regarding score 2.0 content, and partial success at

Score 2 (Developing)

Student will recognize and recall basic vocabulary and foundational concepts including: brainstorming, feasibility, innovation, analysis, criteria, and constraints. Foundational skills include: identifying a problem, listing possible solutions, evaluating pros and cons, and determining if a solution is practical. For example, students can list ways to solve a school-related issue or discuss what makes a solution creative but not always practical.

Student Version:

I can remember and use words like brainstorming, practical, and creative. I can list possible ways to solve a problem and describe which ones make sense.

Score 1.5: Developing Partial - Partial success at score 2.0 content, and major errors or omissions regarding

Score 1.0: With Help - With help, partial success at score 2.0 content and score 3.0 content

Score 0.5: With Help Partial - With help, partial success at score 2.0 content but not at score 3.0 content

Score 0.0: No Success - Even with help, no success

Why It Matters

Being able to find smart, real-world solutions is important in school, at work, and in life. This skill helps you tackle problems in creative but doable ways, prepares you for teamwork, and makes you a valuable problem-solver in any career you choose.

Score 4 (Advanced)

The student independently develops multiple creative solutions to a problem, considers the advantages and disadvantages of each, and selects the most effective one. For example, students can brainstorm several ways to make recess safer, explain why one way is best, and put that idea into action.

Student Version:

I can think of many different solutions to a problem, explain which is best, and try it out.

Score 3.5: Advanced Partial - In addition to score 3.0 performance, partial success at score 4.0 content

Score 3 (Target/Proficient)

Given a simple problem, the student will develop a solution that is thoughtful, practical, and shows creativity. For example, students can design a way to clean up the classroom that works well and uses a fun approach.

Student Version:

I can come up with a smart and creative way to solve a problem.

Score 2.5: Proficient Partial - No major errors or omissions regarding score 2.0 content, and partial success at

Score 2 (Developing)

Student will recognize and recall basic vocabulary and foundational concepts including: problem, solution, idea, helpful, creative, plan. Foundational skills include: naming a problem, thinking of possible solutions, sharing their ideas, and listening to others' ideas. For example, students can identify a simple classroom problem, suggest an idea to fix it, and talk about what helpful means.

Student Version:

I can remember and use words like problem, solution, and idea. I can tell about a problem and share my thoughts about how to fix it.

Score 1.5: Developing Partial - Partial success at score 2.0 content, and major errors or omissions regarding

Score 1.0: With Help - With help, partial success at score 2.0 content and score 3.0 content

Score 0.5: With Help Partial - With help, partial success at score 2.0 content but not at score 3.0 content

Score 0.0: No Success - Even with help, no success

Why It Matters

Understanding how to solve problems in smart and creative ways helps you work better with others and handle everyday challenges. You'll use these skills when you figure out how to share with friends, help at home, and learn new things at school.

Score 4 (Advanced)

Student will independently generate and implement solutions to complex, real-world problems, anticipating obstacles and adapting their approach creatively. For example, the student works with peers to address a schoolwide challenge, revising their plan based on feedback and changing circumstances.

Student Version:

I can create and carry out a creative plan to solve a real-world problem, even when I need to change my idea or work with others.

Score 3.5: Advanced Partial - In addition to score 3.0 performance, partial success at score 4.0 content

Score 3 (Target/Proficient)

Student will develop a solution to a given problem that demonstrates thoughtfulness, practicality, and creativity. For example, given a classroom issue, the student proposes a well-reasoned plan that is realistic and original.

Student Version:

I can develop a solution to a problem that is thoughtful, practical, and creative.

Score 2.5: Proficient Partial - No major errors or omissions regarding score 2.0 content, and partial success at

Score 2 (Developing)

Student will recognize and recall basic vocabulary and foundational concepts including: solution, brainstorm, practical, creative, problem. Foundational skills include: identifying a problem, listing possible solutions, recognizing practical ideas, and describing creative thinking. For example, students can define 'solution', list different ways to solve a problem, and explain what makes an idea practical.

Student Version:

I can remember and use important words like solution and brainstorm. I can come up with simple ways to solve a problem and know which ones are practical or creative.

Score 1.5: Developing Partial - Partial success at score 2.0 content, and major errors or omissions regarding

Score 1.0: With Help - With help, partial success at score 2.0 content and score 3.0 content

Score 0.5: With Help Partial - With help, partial success at score 2.0 content but not at score 3.0 content

Score 0.0: No Success - Even with help, no success

Why It Matters

Learning how to come up with thoughtful, practical, and creative solutions helps you solve problems in everyday life, like fixing something at home or working on a school project. These skills are important for teamwork, leadership, and future careers where new ideas and smart choices make a difference.