**CAPS8:3 Pre-Formative Scoring Guide**

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| ITEM# | SR | CR  | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 1. | A |  | 1 | R2C | 8 | A | Identify and understand the points of view  |

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| ITEM# | SR | CR  | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 2. | C |  | 1 | R1H | 2 | A | Paraphrasing  |

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| ITEM# | SR | CR  | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 3. |  | X | 1 | RIH | 3 | A | Draw conclusions  |

SCORING GUIDE

1 Point Response includes on reasonable explanation for why or why not Mike will shave his moustache using information from the passage.

0 Points Other

Example of a 1 point response:

* I think Mike will not shave his moustache because he tells his mom he will shave it off but thinks to himself he will not.
* I think Mike will shave his moustache because his girlfriend does not like it and it is costing him money at the movie theater.

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| ITEM# | SR | CR  | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 4. |  | X | 2 | R1H | 4 | B | Main Idea |

SCORING GUIDE

2 Points Response includes reasonable main idea for the passage AND one detail from the text for support.

1 Point Response includes reasonable main idea for the passage.

0 Points Other

Example of a 2 Point Response:

* The main idea of the story is that Mike is fighting with his mom. He is fighting with her because she doesn’t like his moustache.

Example of a 1 Point Response:

* The main idea of the story is that Mike doesn’t want to go to Lawnrest.

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| ITEM# | SR | CR  | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 5. | B |  | 1 | R1H | 1 | A | Summarizing |

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| ITEM# | SR | CR  | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 6.  | B |  | 1 | R1H | 3 | A | Draw conclusions  |

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| ITEM# | SR | CR  | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 7. | B |  | 1 | R2C | 5 | C | Flashback |

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| ITEM# | SR | CR  | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 8.  | C |  | 1 | R2C | 6 | A | Mood  |

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| ITEM# | SR | CR  | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 9. | D |  | 1 | R2C | 7 | A | Theme |

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| ITEM# | SR | CR  | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 10. | C |  | 1 | R2C | 9 | A | Conflict |

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| ITEM# | SR | CR  | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 11. | C |  | 1 | R2C | 10 | A | Character motivation |