**Communication Arts**

**Power Standard 7.5**

**Summative Scoring Guide**

1. B (R3C- Sequencing) 1 pt.

2. A (R3C- Cause/Effect) 1 pt.

3. C (R3C- Problem Solving Processes) 1 pt.

4. CR (R3C Compare/Contrast) 2 pts.

2 Points Response includes one text based reason the murals were similar AND one text based reason the murals were different. (Text based reasons = evidence from the passage)

1 Point Response includes EITHER one text based reason the murals were similar OR one text based reason the murals were different. (Text based reasons = evidence from the passage)

0 Points Response is not text based OR is left blank.

Examples of a 2 point response:

* The murals were alike because they all dealt with Missouri history. The murals were different because some showed violence and others showed good moments, like hard work.
* The murals were alike because they were all painted by Benton. The murals were different because some generated a good reaction and some generated a bad reaction.

Examples of a 1 point response:

* The murals were alike because they all were located in the legislator’s lounge.
* The murals were different because some dealt with good aspects in Missouri history and others dealt with bad.

Examples of a 0 point response:

* I painted a mural in the bath tub once with finger paints.
* People were mad about the murals.

5. D (R3B Sequence of Events) 1 pt.

6. C (R3B Problem/Solution) 1 pt.

7. D (R3B Cause/Effect) 1 pt.

8. Constructed Response Scoring Guide (R3B Compare/Contrast)

5 points – Response includes the following items for points

* a graphic organizer (T-chart, table, Venn diagram, list, or any other graphic organizer that works) which is correctly labeled (clearly tell the items being compared and contrasted and differentiates between which is a similarity and which is a difference (1 pt)
* provides two text-based similarities (2 pts)
* provides two text-based differences that are parallel(2 pts)

4 points – Response includes 4 of the above-mentioned possibilities for points.

3 points – Response includes 3 of the above-mentioned possibilities for points.

2 points – Response includes 2 of the above-mentioned possibilities for points.

1 point – Response includes 1 of the above-mentioned possibilities for points.

0 points – No response or none of the above-mentioned possibilities for points.

**EXAMPLE ORGANIZER (with possible similarities and differences, not all-inclusive)**

**How *The Sims* and Real Life are Similar and Different**

|  |  |  |
| --- | --- | --- |
| *The Sims* | Real Life | Both *The Sims* and Real Life |
| 1. *The Sims* is a computer game.  2. If you ignore the rules, the Sim character suffers the consequences.  3. *The Sims* came out of Will Wright’s imagination.  4. In *The Sims* an outside force controls the characters. | 1. Real ife is not a game.  2. If you ignore the rules in real life, you suffer the consequences.  3. Our lives are not dictated by someone’s imagination.  4. In our own lives, we control ourselves and our actions. | 1. Both deal with ordinary life  2. Both deal with human characters  3. In both *The Sims*  and real life, the characters:   * have friends * have jobs * become sick * pay their bills * exercise * bathe * can get in trouble * will become sad without friendship * are happy with material things such as pool tables, grills, and vacations |

\_\_\_\_\_\_\_\_\_\_*The Sims*\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_Real Life\_\_\_\_\_\_\_\_\_

consequences of actions

characters

source

Not superhuman

The Sim character pays the consequences of not following rules

Not superhuman

In real life the real person who does not follow rules has to pay the consequences

reality

Will Wright’s imagination