**CAPS7:4 Summative Scoring Guide**

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| ITEM# | SR | CR | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 1. | B |  | 1 | R3C | 1 | A | Sequencing |

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| ITEM# | SR | CR | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 2. | A |  | 1 | R3C | 3 | A | Cause/Effect |

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| ITEM# | SR | CR | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 3. | C |  | 1 | R3C | 4 | A | Problem-Solving Processes |

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| ITEM# | SR | CR | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 4. |  | X | 2 | R3C | 2 | A  B | Compare/Contrast |

Answer:

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 Other

**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.

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| ITEM# | SR | CR | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 5. | D |  | 1 | R3C | 1 | A | Sequence of Events |

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| ITEM# | SR | CR | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 6. | C |  | 1 | R3C | 4 | A | Problem/Solution |

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| ITEM# | SR | CR | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 7. | D |  | 1 | R3C | 3 | A | Cause/Effect |

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| ITEM# | SR | CR | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 8A.  8B. |  | X  X | 4  2 | R3C  R3C | 2  2 | C  B | Compare/Contrast  Graphic Organizer |

SCORING GUIDE A

4 Points Response includes two corresponding similarities and two corresponding differences.

3 Points Response includes a combination of three corresponding similarities or differences.

2 Points Response includes a combination of two corresponding similarities or differences.

1 Point Response includes one similarity or one difference

0 Points Other

SCORING GUIDE B

2 Points Graphic organizer includes an appropriate title and labels.

1 Point Graphic organizer includes either a title or labels.

0 Points Other

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

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

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| --- | --- | --- |
| *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

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| ITEM# | SR | CR | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 9. | D |  | 1 | R3C | 10 | A | Point of View |

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| ITEM# | SR | CR | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 10. | A |  | 1 | R3C | 11 | A | Summarize |

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| ITEM# | SR | CR | PT | GLE | OBJ | EXP | DESCRIPTOR |
| 11. |  | X | 2 | R3C | 12 | A | Predicting |

SCORING GUIDE

2 Points Response includes text based prediction AND one detail for support.

1 Point Response includes text based prediction.

0 Points Other

\*Be aware of details imbedded in the prediction

**Example of a 2 Point Response:**

If Phillip Johnston had not learned to speak Navajo, he would have never asked the Marines to let Navajo act as code talkers and the United States would have lost the war.

**Example of a 1 Point Response:**

If Phillip Johnston hadn’t learned to speak Navajo, the United States would have lost more island battles.