

Grade 6 Mathematics Sample CR Item C1 TA

MAT.06.CR.1.000RP.A.180 C1 TA

Sample Item ID:	MAT.06.CR.1.000RP.A.180
Grade:	06
Claim(s):	Claim 1: Concepts and Procedures Students can explain and apply mathematical concepts and carry out mathematical procedures with precision and fluency.
Assessment Target(s):	1 A: Understand ratio concepts and use ratio reasoning to solve problems.
Content Domain:	Ratios and Proportional Relationships
Standard(s):	6.RP.3
Mathematical Practice(s):	1, 2
DOK:	2
Item Type:	CR
Score Points:	2
Difficulty:	M
Key:	See Key.
Stimulus/Source:	
Target-Specific Attributes (e.g., accessibility issues):	
Notes:	The response boxes accept up to 6 digits and a decimal point. No alpha characters or special characters allowed.

Ben’s Game World is having a sale on video games. The store is offering a sale pack of 4 video games for \$43.80. What is the unit price of a video game in the sale pack?

\$

Roberto’s Electronics is also having a sale on video games. The unit price of any video game at Roberto’s Electronics is the same as the unit price of a video game in the sale pack at Ben’s Game World. How much would it cost a customer for 7 video games at Roberto’s Electronics?

\$

Key:

\$10.95

\$76.65

Scoring Rubric for Multi-Part Items:

Responses to this item will receive 0-2 points, based on the following:

2 points: The student demonstrates a thorough understanding of using ratio and rate reasoning to solve real-world problems. The student gives the unit rate in Part A of \$10.95 and the cost of \$76.65 for 7 video games in Part B.

1 point: The student demonstrates a partial understanding of using ratio and rate reasoning to solve real-world problems. The student gives the correct unit rate in Part A but answers Part B incorrectly OR the student answers Part A incorrectly but the answer in Part B corresponds to the incorrect answer in Part A.

0 points: The student demonstrates inconsistent or no understanding of using ratio and rate reasoning to solve real-world problems.