Level 1 Scores below 2381	Level 2 Scores from 2381 to 2435	Level 3 Scores from 2436 to 2500	Level 4 Scores above 2500
A student performing at Level 1 is able to: interpret and carry out mathematical procedures with minimal precision and fluency; make sense of and solve simple and familiar problems in pure and applied mathematics with a high degree of scaffolding; minimally explain and apply mathematical concepts; construct arguments using concrete referents such as objects, drawings, diagrams, and actions; identify familiar real-world scenarios, and use simple mathematical models and given tools to solve basic problems.	A student performing at Level 2 is able to: interpret and carry out mathematical procedures with partial precision and fluency; make sense of and solve familiar problems in pure and applied mathematics with a moderate degree of scaffolding; partially explain and apply mathematical concepts; find and identify the flaw in an argument; analyze familiar real-world scenarios, and use mathematical models and given tools to partially interpret and solve basic problems.	A student performing at Level 3 is able to: interpret and carry out mathematical procedures with adequate precision and fluency; make sense of and persevere in solving a range of unfamiliar problems in pure and applied mathematics with a limited degree of scaffolding; adequately explain and apply mathematical concepts; use stated assumptions, definitions and previous results to identify and repair a flawed argument; reason abstractly and quantitatively to analyze complex, real-world	

Level 1	Level 2	Level 3	Level 4
Scores below 2484	Scores from 2484 to 2566	Scores from 2567 to 2634	Scores above 2634
A student performing at Level 1 is able to: interpret and carry out mathematical procedures with minimal precision and fluency; make sense of and solve simple and familiar problems in pure and applied mathematics with a high degree of scaffolding; minimally explain and apply mathematical concepts; construct arguments using concrete referents such as objects, drawings, diagrams, and actions; identify familiar real-world scenarios, and use simple mathematical models and given tools to solve basic problems.	A student performing at Level 2 is able to: interpret and carry out mathematical procedures with partial precision and fluency; make sense of and solve familiar problems in pure and applied mathematics with a moderate degree of scaffolding; partially explain and apply mathematical concepts; find and identify the flaw in an argument; analyze familiar real-world scenarios, and use mathematical models and given tools to partially interpret and solve basic problems.	A student performing at Level 3 is able to: interpret and carry out mathematical procedures with adequate precision and fluency; make sense of and persevere in solving a range of unfamiliar problems in pure and applied mathematics with a limited degree of scaffolding; adequately explain and apply mathematical concepts; use stated assumptions, definitions and previous results to identify and repair a flawed argument; reason abstractly and quantitatively to analyze complex, real-world scenarios; construct and use mathematical models and appropriate tools to accurately solve problems.	A student performing at Level 4 is able to: interpret and carry out mathematical procedures with high precision and fluency; make sense of a range of complex and unfamiliar problems in pure and applied mathematics with no scaffolding; thoroughly apply mathematical concepts; analyze and interpret the context of an unfamiliar situation for problems of increasing complexity; construct chains of logic about abstract concepts autonomously.
Scores below 2504	Scores from 2504 to 2585	Scores from 2586 to 2652	Scores above 2652
A student performing at Level 1 is able to: interpret and carry out mathematical procedures with minimal precision and fluency; make sense of and solve simple and familiar problems in pure and applied mathematics with a high degree of scaffolding; minimally explain and apply mathematical concepts; construct arguments using concrete referents such as objects, drawings, diagrams, and actions; identify familiar real-world scenarios, and use simple mathematical models and given tools to solve basic problems.	A student performing at Level 2 is able to: interpret and carry out mathematical procedures with partial precision and fluency; make sense of and solve familiar problems in pure and applied mathematics with a moderate degree of scaffolding; partially explain and apply mathematical concepts; find and identify the flaw in an argument; analyze familiar real-world scenarios, and use mathematical models and given tools to partially interpret and solve basic problems.	A student performing at Level 3 is able to: interpret and carry out mathematical procedures with adequate precision and fluency; make sense of and persevere in solving a range of unfamiliar problems in pure and applied mathematics with a limited degree of scaffolding; adequately explain and apply mathematical concepts; use stated assumptions, definitions and previous results to identify and repair a flawed argument; reason abstractly and quantitatively to analyze complex, real-world scenarios; construct and use mathematical models and appropriate tools to accurately solve problems.	A student performing at Level 4 is able to: interpret and carry out mathematical procedures with high precision and fluency; make sense of a range of complex and unfamiliar problems in pure and applied mathematics with no scaffolding; thoroughly apply mathematical concepts; analyze and interpret the context of an unfamiliar situation for problems of increasing complexity; construct chains of logic about abstract concepts autonomously.
Scores below 2543	Scores from 2543 to 2627	Scores from 2628 to 2717	Scores above 2717
A student performing at Level 1 is able to: interpret and carry out mathematical procedures with minimal precision and fluency; make sense of and solve simple and familiar problems in pure and applied mathematics with a high degree of scaffolding; minimally explain and apply mathematical concepts; construct arguments using concrete referents such as objects, drawings, diagrams, and actions; identify familiar real-world scenarios, and use simple mathematical models and given tools to solve basic problems.	A student performing at Level 2 is able to: interpret and carry out mathematical procedures with partial precision and fluency; make sense of and solve familiar problems in pure and applied mathematics with a moderate degree of scaffolding; partially explain and apply mathematind auere conceptsai7.08 46.44 229.2 Tmnd flueiothemuewin an5and a.9 ()3.6 (m)2.4 (b.5 (t)3.9 ().in5alltmsce fam285 ()4 asi (l)8.3 (b.4 (n)2.4 (		