Content: Math	Grade Level: 6th

Standard: 6.RP.3b

Use ratio and rate reasoning to solve real-world and mathematical problems, e.g., by reasoning about tables of equivalent ratios, tape diagrams, double number line diagrams, or equations.

I can statements:
- I can calculate unit rates.
- I can solve real world problems involving ratio and rate.

Score 4.0		**In addition to Score 3.0, in-depth inferences and applications that go beyond what was taught.**	**Sample Activities**
			BIKING You and a friend start biking in opposite directions from the same point. You travel 108 feet every 8 seconds. Your friend travels 63 feet every 6 seconds. **a.** How far apart are you and your friend after 15 minutes? **b.** After 20 minutes, you take a 5-minute rest, but your friend does not. How far apart are you and your friend after 40 minutes? Explain your reasoning. Solution: a. 4.09 miles b. 10.14 miles
	3.5	In addition to score 3.0 performance, in-depth inferences and applications with partial success.	
Score 3.0		**The student can solve real world problems using ratio and rate reasoning.** **The student exhibits no major errors or omissions.**	If steak costs $2.25 per pound, how much does 0.8 pounds of steak cost? Explain how you determined your answer. Answer: The unit rate is $2.25 per pound so multiply $2.25 x 0.8 to get $1.80 per 0.8 lb. of steak.
	2.5	No major errors or omissions regarding 2.0 content and partial knowledge of the 3.0 content.	
Score 2.0		**There are no major errors or omissions regarding the simpler details and processes. However, the student exhibits major errors or omissions regarding the more complex ideas and processes.** **The student can find simple unit rates.**	Write a unit rate for the situation. $28 saved in 4 weeks Answer: $7 per 1 week
	1.5	Partial knowledge of the 2.0 content, but major errors or omissions regarding the 3.0 content.	
Score 1.0		**With help, a partial understanding of some of the simpler details and processes and some of the more complex ideas and processes.**	
	0.5	With help, a partial understanding of the 2.0 content, but not the 3.0 content.	
Score 0.0		**Even with help, no understanding or skill demonstrated.**	