

MATHEMATICAL PRACTICE CHECKLIST GRADES 3-4

STUDENT _____ DATE _____ SCORE _____

SENSE OF PROBLEM

- Make sense of problems and persevere in solving them**, e.g.
 - Write in own words, underline important information, try a smaller problem, organize the information in a drawing, chart, or list, etc.
 - Look for key words.
 - Keep trying.

REASON

- Reason abstractly and quantitatively**, e.g.
 - Use pictures, symbols, graphic organizers, words or numbers to solve a problem

ARGUMENTS

- Construct viable (reasonable) arguments and critique** (to evaluate) **the reasoning of others**, e.g.
 - Explain the reasoning, prove your answer
 - Does it make sense
 - "This is what I did...this is why I did it"

MODEL

- Model with mathematics**, e.g.
 - Include graphic organizers, graphs, tables, manipulatives, formulas, number model, and/or technology.

TOOLS

- Use appropriate tools strategically**, e.g.
 - Use rulers, pencil and paper, computers, calculators, templates, manipulatives, etc.

PRECISION

- Attend to precision**, e.g.
 - Correct answers, accurate labels, appropriate vocabulary, etc.
 - Show work.

STRUCTURE

- Look for and make use of structure**, e.g.
 - Find patterns.
 - Understand the parts that make up the whole.
 - Understand properties of numbers and relationships among operations.

REASONING

- Look for and express regularity (consistency) in repeated reasoning**, e.g.
 - Find the shortcuts to generalize the rule
 - Check work throughout the problem solving steps
 - Buddy check to explain/ensure understanding