

New Mexico Interim Measure of Student Success and Achievement (iMSSA)

Borderline Achievement Level Descriptors (ALDs) Mathematics



Grade 7 Mathematics Achievement Level Descriptors

On Target

By the end of the year, seventh graders at the **On Target** level can solve problems with rational numbers of any form; solve two-step equations and inequalities; compute unit rates and use proportional relationships to solve multistep ratio and percent problems; add, subtract, and expand linear expressions with rational coefficients; solve problems involving scale drawings, including computing actual lengths and areas from a scale drawing; solve problems involving area and circumference of a circle; solve problems involving angle measures in figures; understand that the probability of a chance event is a number between 0 and 1; develop uniform probability models; use models to represent and solve nonstandard problems; analyze others' arguments and identify flaws in arguments if appropriate; identify, define, and explain numeric patterns and patterns in tables or graphs.

Borderline of the On Target Achievement Level

By the end of the year, seventh graders at the borderline of the **On Target** level can solve problems with rational numbers of any form, including some subtraction problems with negative rational numbers; solve simple two-step equations and inequalities; compute unit rates and use proportional relationships to solve simple multistep ratio and percent problems; add, subtract, and expand some linear expressions with rational coefficients; solve basic problems involving scale drawings, including computing actual lengths or areas from a scale drawing; solve problems involving area and circumference of a circle; solve scaffolded problems involving angle measures in figures; understand that the probability of a chance event is a number between 0 and 1; develop basic uniform probability models; use models to represent and solve standard problems; analyze others' arguments and identify flaws in arguments if appropriate; identify, define, or explain numeric patterns and patterns in tables or graphs.

Near Target

By the end of the year, seventh graders at the **Near Target** level can solve addition and multiplication problems with rational numbers, subtraction problems with positive rational numbers, and division problems with rational numbers divided by non-zero integers; compute unit rates; add and subtract simple linear expressions; solve problems involving scale drawings with whole number scales; solve problems involving area and circumference of a circle; understand that the probability of a chance event is a number between 0 and 1; identify, describe, and develop patterns in computations and relationships between quantities.



Borderline of the Near Target Achievement Level

By the end of the year, seventh graders at the borderline of the **Near Target** level can inconsistently solve addition and multiplication problems with rational numbers, subtraction problems with positive rational numbers, and division problems with rational numbers divided by non-zero integers; compute basic unit rates; add and subtract most simple linear expressions; solve basic problems involving scale drawings with whole number scales; solve some problems involving area or circumference of a circle; partially understand that the probability of a chance event is a number between 0 and 1; identify and describe patterns in computations and relationships between quantities.