Math Computation

(Monitoring Basic Skills Progress)

BENCHMARK ADMINISTRATION INSTRUCTIONS

Grades 1-3

Today we are going to take a short math test. This test has all kinds of math problems.
This is what the test looks like. (Hold up a test.)
The test has 25 problems. You may not know how to do all of these problems, but you'll be learning how to do them this year.
You will have minutes to complete this test.
Here's how to take this test. Start here (point to the top left problem). Move across each row. When you come to a problem that's easy for you, do it right away. When you come to a problem that's hard, skip it and move on to the next problem. When you have looked at the whole test and finished the problems that are easy, go back to the beginning and try the harder ones. Complete each problem as quickly as possible.
(Ask, "Are there are any questions?" Then distribute the test.)
As soon as I give you your test, write your first and last name on it.
After you have written your name on the test, turn your paper over and put your pencil down so I'll know you're ready.
want you to do as many problems as you can. Work carefully and do your best.
Remember to start at the top left. When you come to a problem you know you can do, do it right away. When you come to a problem that's hard, skip it and come back to it later. Go through the entire test doing the easier problems first, then go back and try the harder ones.
When I say, "Begin", turn your paper over and start to work. Work for the whole time. There is room n each square to do your work. Write your answers so I can read them.
When everyone is ready say, "Begin.")
At the end of minutes, say "Stop, put your pencils down and turn your paper over." Then collect the test.)
Time Limit for Computation Tests
Grade 1 2 minutes Grade 2 2 minutes Grade 3 3 minutes

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SCORING INSTRUCTIONS -NUMBER OF CORRECT PROBLEMS

Grades 1-3

- The student scores 1 point for each problem worked completely correctly.
- If any part of the answer is incorrect, no point is given for that problem.
- When scoring, generally give the student the benefit of the doubt.
- Do not penalize a student for writing a leading 0 in front of an answer (ex: 25 18 = 07)