Example Proficiency Scale: MS-ESS-1.1 Earth-Sun-Moon

Develop and use a model of the Earth-Sun-Moon system to describe the cyclic patterns of lunar phases, eclipses of the Sun and Moon, and seasons.

Score 4.0	In addition to score 3.0 performance, in-depth inferences and applications that go beyond what was taught. • Apply knowledge of patterns of motion in the Earth-moon-sun system to a novel situation. Examples may include: - Given a possible change in the motion, position, or tilt of objects in the system, predict what changes would occur in the system. - Explain motions and relationships in a different system.
3.5	In addition to score 3.0 performance, in-depth inferences and applications with partial success.
Score 3.0	 Target Goal/Learning Intention: Develop a model of the Earth-moon-sun system that shows: Relative positions of the Earth, moon, and sun. Motions of the Earth, moon, and sun. Use the model to describe: The positional relationships of the Earth, moon, and sun during solar and lunar eclipses. The positional relationships of the Earth, moon, and sun during the phases of the moon. The positional relationship of the Earth and sun during the various seasons, including tilt of the Earth's axis
2.5	No major errors or omissions regarding 2.0 content, skills and/or processes and partial success of 3.0 content, skills and/or processes.
Score 2.0	Simpler Goal/Intention: Recognize and recall specific vocabulary such as ellipse, orbit, rotation, revolution, gravity, phase, and eclipse. Explain why objects in the sky appear to move. Summarize motions of Earth, moon, and sun (i.e., rotation and revolution of objects). Identify what causes moon phases. Identify what causes eclipses. Identify how the tilt of the earth causes differences in the directness of sunlight reaching the surface. Identify how the tilt of the Earth and revolution around the sun causes seasons.
1.5	Partial demonstration of the 2.0 content, processes and/or skills but major errors or omissions regarding the 3.0 content, processes and/or skills.
Score 1.0	With help, partial demonstration of the 2.0 and 3.0 content, processes and/or skills.
0.5	With help, partial demonstration of the 2.0 content, processes and/or skills but not the 3.0 content, processes and/or skills.
Score 0.0	Even with help, no demonstration of content, processes and/or skills.





Example Proficiency Scale: MS-ESS-1.2 Orbital Motion

Develop and use a model to describe the role of gravity in the orbital motions within galaxies and the solar system.

Score 4.0	In addition to score 3.0 performance, in-depth inferences and applications that go beyond what was taught. • Apply principles of gravity to predict motions within galaxies or the solar system in a novel situation. Examples may include: - Predict changes to motion of objects in our solar system if the mass of the Sun increased or decreased. - Predict what would happen to Jupiter's motions if it were closer to the Sun.
3.5	In addition to score 3.0 performance, in-depth inferences and applications with partial success.
Score 3.0	Target Goal/Learning Intention: • Draw or build a model of a space system (solar system or galaxy) and identify the: • more massive object (i.e., blackhole, Sun), • orbiting objects (i.e., planets, moons, asteroids), • motions of objects in the system, and • direction of the pull of gravity on the objects. • Use a model to describe that: • gravity increases with mass, • gravity decreases with distance, and • gravity is holding the system together.
2.5	No major errors or omissions regarding 2.0 content, skills and/or processes and partial success of 3.0 content, skills and/or processes.
Score 2.0	 Simpler Goal/Intention: Recognize and recall specific vocabulary such as gravity, mass, distance, orbit, force, galaxy and solar system. Identify the relationship between mass and gravitational force. Identify the relationship between distance and gravitational force. Identify the role of gravity in maintaining an orbit. Describe the role of gravity in the formation of the solar system. Compare the mass and orbits of objects in the solar system. (MS-ESS-1.3)
1.5	Partial demonstration of the 2.0 content, processes and/or skills but major errors or omissions regarding the 3.0 content, processes and/or skills.
Score 1.0	With help, partial demonstration of the 2.0 and 3.0 content, processes and/or skills.
0.5	With help, partial demonstration of the 2.0 content, processes and/or skills but not the 3.0 content, processes and/or skills.
Score 0.0	Even with help, no demonstration of content, processes and/or skills.





Example Proficiency Scale: MS-ESS-1.4 Earth's History

Construct a scientific explanation based on evidence from rock strata for how the geologic time scale is used to analyze Earth's history.

Score 4.0	In addition to score 3.0 performance, in-depth inferences and applications that go beyond what was taught. • Apply principles of geologic time to answer questions in a novel situation. Examples may include: - Predict future events in the record (extinctions). - Evaluate/predict differences on another planet (one without water). - Investigate limitations of relative age studies.
3.5	In addition to score 3.0 performance, in-depth inferences and applications with partial success.
Score 3.0	Target Goal/Learning Intention: Construct an explanation: determine the relative order of events in the rock record and use the rock record to explain Earth's history. Explanations include: examples from rock strata and patterns of formation, use of fossil record and/or index fossils, evidence from real-world situations, and reasoning to connect evidence to the ideas in the explanation.
2.5	No major errors or omissions regarding 2.0 content, skills and/or processes and partial success of 3.0 content, skills and/or processes.
Score 2.0	 Simpler Goal/Intention: Recognize and recall specific vocabulary such as extinctions, absolute age, relative age, strata, superposition, cross-cutting, and index fossil. Recognize that events (e.g., volcanic eruptions, mass extinctions, asteroid impacts) are organized and divided into portions in geologic time. List causes for disturbances in the strata (e.g., cross-cutting). Use superposition and crosscutting to sequence strata. Identify differences between relative and absolute ages.
1.5	Partial demonstration of the 2.0 content, processes and/or skills but major errors or omissions regarding the 3.0 content, processes and/or skills.
Score 1.0	With help, partial demonstration of the 2.0 and 3.0 content, processes and/or skills.
0.5	With help, partial demonstration of the 2.0 content, processes and/or skills but not the 3.0 content, processes and/or skills.
Score 0.0	Even with help, no demonstration of content, processes and/or skills.





Example Proficiency Scale: MS-ESS-2.1 Rock Cycle

Develop a model to describe the cycling of Earth's materials and the internal and external flows of energy that drive the rock cycle processes.

Score 4.0	In addition to score 3.0 performance, in-depth inferences and applications that go beyond what was taught. • Apply principles of rock material cycling to predict differences in the system based on a given change. Examples may include: - Predict ways that the cycle would change if the heat of the earth were to go cold or to get hotter. - Compare to a different planet. - Identify the indirect cycles – anomalies - Analyze actual durations of processes.
3.5	In addition to score 3.0 performance, in-depth inferences and applications with partial success.
Score 3.0	Target Goal/Learning Intention: • Use a model of the rock cycle to describe • the cycling of Earth's materials, • the internal and external energy that drives the cycling, • location of processes, and • how the visible characteristics of materials change.
2.5	No major errors or omissions regarding 2.0 content, skills and/or processes and partial success of 3.0 content, skills and/or processes.
Score 2.0	 Simpler Goal/Intention: Recognize and recall specific vocabulary such as metamorphic, igneous, sedimentary, sediment, process, convection current, density, chemical change, and physical change. Identify processes of melting, cementation, crystallization, weathering, and deformation. Identify the energy sources that drive the rock cycle. (Sun, Earth's interior) Categorize processes into chemical or physical change. Explore a model of Earth's interior and exterior that includes:
1.5	Partial demonstration of the 2.0 content, processes and/or skills but major errors or omissions regarding the 3.0 content, processes and/or skills.
Score 1.0	With help, partial demonstration of the 2.0 and 3.0 content, processes and/or skills.
0.5	With help, partial demonstration of the 2.0 content, processes and/or skills but not the 3.0 content, processes and/or skills.
Score 0.0	Even with help, no demonstration of content, processes and/or skills.





Example Proficiency Scale: MS-ESS-2.2 Earth's Changing Surface

Construct an explanation based on evidence for how geoscience processes have changed Earth's surface at varying time and spatial scales.

Score 4.0	In addition to score 3.0 performance, in-depth inferences and applications that go beyond what was taught. • Apply principles of geoscience processes to predict how landforms are changed by a novel situation. Examples may include: - Develop a prediction of what a landform will look like in the future. - Predict the geological outcome of a future catastrophic event.
3.5	In addition to score 3.0 performance, in-depth inferences and applications with partial success.
Score 3.0	Target Goal/Learning Intention: Construct an explanation including the ideas that: processes that exist today also existed in the past. geoscience processes change Earth's surface at varying time and spatial scales. Time: Fast or slow (rapid or gradual) Spatial Scale: Large-scale or small-scale Explanations include: evidence from real-world situation, and reasoning to connect evidence to the ideas in the explanation.
2.5	No major errors or omissions regarding 2.0 content, skills and/or processes and partial success of 3.0 content, skills and/or processes.
Score 2.0	 Simpler Goal/Intention: Recognize and recall specific vocabulary such as geoscience processes, gradual, catastrophic, spatial, large-scale, and small-scale. Identify types of fast (rapid) and slow (gradual) changes to the earth's surface. Identify types of large-scale and small-scale changes to Earth's surface. Summarize that processes that change Earth's surface operate today as they did in the past and will continue to do so in the future. Summarize how long it takes for various geoscience processes to change the Earth's surface.
1.5	Partial demonstration of the 2.0 content, processes and/or skills but major errors or omissions regarding the 3.0 content, processes and/or skills.
Score 1.0	With help, partial demonstration of the 2.0 and 3.0 content, processes and/or skills.
0.5	With help, partial demonstration of the 2.0 content, processes and/or skills but not the 3.0 content, processes and/or skills.
Score 0.0	Even with help, no demonstration of content, processes and/or skills.





Example Proficiency Scale: MS-ESS-2.3 Past Plate Motions

Analyze and interpret data on the distribution of fossils and rocks, continental shapes, and seafloor structures to provide evidence of the past plate motions.

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Score 4.0	 In addition to score 3.0 performance, in-depth inferences and applications that go beyond what was taught. Apply principles of data analysis used in studying continental drift to a novel situation in another time or place. Examples may include: Create new supercontinent based on alternate land arrangements Create unique arrangements of land, including evidence, from another planet. Trade and complete another person's land puzzles.
3.5	In addition to score 3.0 performance, in-depth inferences and applications with partial success.
Score 3.0	 Target Goal/Learning Intention: Analyze and interpret data (find patterns and relationships) to provide evidence of past plate motions, including: Continental shapes How regions of different continents that share similar fossils, rocks, and features were once joined, Seafloor structures Age patterns in oceanic and continental crust Landform patterns that indicate plate motion.
2.5	No major errors or omissions regarding 2.0 content, skills and/or processes and partial success of 3.0 content, skills and/or processes.
Score 2.0	 Simpler Goal/Intention: Recognize and recall specific vocabulary such as seafloor spreading, continental crust, oceanic crust, fossil, mid-ocean ridge, ocean trench, subduction, and fault. Recognize that shapes of continents match together. Identify the ages of rock in different places on the ocean floors. Describe the Theory of Continental Drift. Describe the process of seafloor spreading. Identify the 3 types of plate motion (converging plates, diverging plates, and transforming plates). Identify landforms that are evidence of past plate motions.
1.5	Partial demonstration of the 2.0 content, processes and/or skills but major errors or omissions regarding the 3.0 content, processes and/or skills.
Score 1.0	With help, partial demonstration of the 2.0 and 3.0 content, processes and/or skills.
0.5	With help, partial demonstration of the 2.0 content, processes and/or skills but not the 3.0 content, processes and/or skills.
Score 0.0	Even with help, no demonstration of content, processes and/or skills.





Example Proficiency Scale: MS-ESS-2.4 Water Cycle

Develop a model to describe the cycling of water through Earth's systems driven by energy from the sun and the force of gravity.

Score 4.0	In addition to score 3.0 performance, in-depth inferences and applications that go beyond what was taught. • Apply the principles of energy and water movement to a novel situation. Examples may include: - Predict changes to Earth's system if the Sun's energy output increased or decreased dramatically. - If any one process were removed, how would the cycle change? - Impact of an ice age on the water cycle.
3.5	In addition to score 3.0 performance, in-depth inferences and applications with partial success.
Score 3.0	Target Goal/Learning Intention: Make a model of the water cycle. Use a model to describe: how water changes as it cycles through Earth's systems, and how energy (heat) and gravity drive the water cycle.
2.5	No major errors or omissions regarding 2.0 content, skills and/or processes and partial success of 3.0 content, skills and/or processes.
Score 2.0	 Simpler Goal/Intention: Recognize and recall specific vocabulary such as energy, gravity, evaporation, condensation, precipitation, transpiration, infiltration, and runoff. Identify how heat can change the properties of water (gas, liquid, solid). Identify where water is stored. List ways water moves above, on, and through the Earth. Identify how gravity affects matter on Earth.
1.5	Partial demonstration of the 2.0 content, processes and/or skills but major errors or omissions regarding the 3.0 content, processes and/or skills.
Score 1.0	With help, partial demonstration of the 2.0 and 3.0 content, processes and/or skills.
0.5	With help, partial demonstration of the 2.0 content, processes and/or skills but not the 3.0 content, processes and/or skills.
Score 0.0	Even with help, no demonstration of content, processes and/or skills.





Example Proficiency Scale: MS-ESS-2.5 Weather

Collect data to provide evidence for how the motions and complex interactions of air masses results in changes in weather conditions.

Score 4.0	In addition to score 3.0 performance, in-depth inferences and applications that go beyond what was taught. • Apply principles of air mass interactions to a novel situation. Examples may include: - Given a set of changing data, predict weather that is about to happen. - Identify the best location to land a hot air balloon (low wind).
3.5	In addition to score 3.0 performance, in-depth inferences and applications with partial success.
Score 3.0	 Target Goal/Learning Intention: Identify patterns in the data (i.e., wind direction changes and temperature changes, wind increase followed by rain). Use data to support the claim that when air masses with different characteristics interact, different weather conditions occur.
2.5	No major errors or omissions regarding 2.0 content, skills and/or processes and partial success of 3.0 content, skills and/or processes.
Score 2.0	 Simpler Goal/Intention: Recognize and recall specific vocabulary such as weather, temperature, air pressure, altitude, humidity, precipitation, wind, air masses, and fronts. Summarize characteristics of the 4 types of air masses (maritime polar, maritime tropical, continental tropical, continental polar). Characteristics of clouds and different forms of precipitation. Identify the role of air pressure in movement of air masses. Describe how collisions of air masses create weather changes (warm, cold, and stationary fronts). Describe a situation that would lead to a severe weather event. (MS-ESS-3.2)
1.5	Partial demonstration of the 2.0 content, processes and/or skills but major errors or omissions regarding the 3.0 content, processes and/or skills.
Score 1.0	With help, partial demonstration of the 2.0 and 3.0 content, processes and/or skills.
0.5	With help, partial demonstration of the 2.0 content, processes and/or skills but not the 3.0 content, processes and/or skills.
Score 0.0	Even with help, no demonstration of content, processes and/or skills.





Example Proficiency Scale: MS-ESS-2.6 Circulation Patterns

Develop and use a model to describe how unequal heating and rotation of the Earth cause patterns of atmospheric and oceanic circulation that determine regional climates.

Score 4.0	In addition to score 3.0 performance, in-depth inferences and applications that go beyond what was taught. • Apply principles of the global climate system to a novel situation. Examples may include: - Given a different planet, draw and explain where currents would form in the oceans and atmosphere. - Study cause and effect of differences in energy input levels in the global system. - Predict circulation patterns if the planet were spinning the other direction. In addition to score 3.0 performance, in-depth inferences and applications with partial success.
Score 3.0	Target Goal/Learning Intention: Develop a model of the Earth with the relevant components of the climate system including: latitudinal temperature banding, convection cells in the atmosphere, prevailing winds, surface ocean currents, direction of Earth's rotation, and energy input from the sun. Use the model to describe relationships among components of the climate system including: How uneven heating affects the system. How currents and winds are influenced by the Coriolis effect. How bands of rising and sinking air create wet and dry regions. How positioning on the Earth, including proximity to water, can affect the temperature and humidity of regional climate zones.
2.5	No major errors or omissions regarding 2.0 content, skills and/or processes and partial success of 3.0 content, skills and/or processes.
Score 2.0	 Simpler Goal/Intention: Recognize and recall specific vocabulary such as altitude, jet stream, prevailing winds, latitude, Coriolis effect, air current, ocean current, and climate. Identify how the directness of sunlight varies based on location on the Earth. Identify that the temperature of water changes slower than the temperature of air. Identify how proximity to water affects temperature and humidity of a regional climate. Describe how fluids move in relation to heat differences. Summarize convection cell locations in the atmosphere. Identify that the rotation of the Earth affects circulation patterns. Identify patterns of major ocean currents and prevailing winds. Identify factors that cause variability in the global climate system throughout Earth's history. (MS-ESS-3.5)
1.5	Partial demonstration of the 2.0 content, processes and/or skills but major errors or omissions regarding the 3.0 content, processes and/or skills.
Score 1.0	With help, partial demonstration of the 2.0 and 3.0 content, processes and/or skills.
0.5	With help, partial demonstration of the 2.0 content, processes and/or skills but not the 3.0 content, processes and/or skills.
Score 0.0	Even with help, no demonstration of content, processes and/or skills.





Example Proficiency Scale: MS-ESS-3.1 Distributions of Natural Resources

Construct a scientific explanation based on evidence for how the uneven distribution of Earth's mineral, energy, and groundwater resources are the result of past and current geoscience processes.

Score 4.0	In addition to score 3.0 performance, in-depth inferences and applications that go beyond what was taught. • Apply principles of resource distribution to a novel situation. Examples may include: - Predict where resources could be found. - Predict how changing processes could change resource distribution. - Determine if a particular resource is renewable based on formation. (e.g., soil).
3.5	In addition to score 3.0 performance, in-depth inferences and applications with partial success.
Score 3.0	 Target Goal/Learning Intention: Construct an explanation: of the relationship between the distribution of Earth's resources (mineral, energy, or water) and the geologic processes that form them. to address why most resources are limited and nonrenewable. Student explanations include: evidence from real-world situations, and reasoning to connect evidence to the ideas in the explanation.
2.5	No major errors or omissions regarding 2.0 content, skills and/or processes and partial success of 3.0 content, skills and/or processes.
Score 2.0	 Simpler Goal/Intention: Recognize and recall specific vocabulary such as renewable, nonrenewable, mineral, resource, limiting, and distribution. Identify types of resources (mineral, energy, and water). Identify ways that resources form. Summarize concepts of renewable and nonrenewable resources. Describe how human populations are affected by the availability of natural resources. (MS-ESS-3.4)
1.5	Partial demonstration of the 2.0 content, processes and/or skills but major errors or omissions regarding the 3.0 content, processes and/or skills.
Score 1.0	With help, partial demonstration of the 2.0 and 3.0 content, processes and/or skills.
0.5	With help, partial demonstration of the 2.0 content, processes and/or skills but not the 3.0 content, processes and/or skills.
Score 0.0	Even with help, no demonstration of content, processes and/or skills.





Example Proficiency Scale: MS-ESS-3.2 Natural Hazards

Analyze and interpret data on natural hazards to forecast future catastrophic events to mitigate their effects.

Score 4.0	In addition to score 3.0 performance, in-depth inferences and applications that go beyond what was taught. • Using patterns in the data, make a detailed forecast for a particular event in a particular area not previously examined by the class. Examples may include: - Using patterns in the data, make a forecast for the potential of a natural hazard in a specific area in the future including: • Predicted frequency/probability • Likely severity • Expected damage • Predictive events
3.5	In addition to score 3.0 performance, in-depth inferences and applications with partial success.
Score 3.0	 Target Goal/Learning Intention: Organize given data in a way that makes patterns easier to identify and interpret. Analyze data to identify and describe patterns including location, frequency, severity, and damage caused by natural hazard events. Use the analyzed data to describe:
2.5	No major errors or omissions regarding 2.0 content, skills and/or processes and partial success of 3.0 content, skills and/or processes.
Score 2.0	 Simpler Goal/Intention: Recognize and recall specific vocabulary such as air pressure, altitude, humidity, air mass, front, thunderstorm, hurricane, and tornado. Describe various natural hazards. Describe the impacts of natural hazards on humans. Identify indicators that a natural hazard may occur. List examples of technologies or strategies that have been developed to mitigate effects of natural hazards. Understand how to interpret a data table.
1.5	Partial demonstration of the 2.0 content, processes and/or skills but major errors or omissions regarding the 3.0 content, processes and/or skills.
Score 1.0	With help, partial demonstration of the 2.0 and 3.0 content, processes and/or skills.
0.5	With help, partial demonstration of the 2.0 content, processes and/or skills but not the 3.0 content, processes and/or skills.
Score 0.0	Even with help, no demonstration of content, processes and/or skills.





Example Proficiency Scale: MS-ESS-3.3 Human Influence

Apply scientific practices to design a method for monitoring human activity and increasing beneficial human influences on the environment.

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Score 4.0	In addition to score 3.0 performance, in-depth inferences and applications that go beyond what was taught. • Apply principles of human influence on the environment to evaluate feasibility and effectiveness of a method. Examples may include: - Gallery walk - Round table talks - Shark tank - Revise and improve design solution
3.5	In addition to score 3.0 performance, in-depth inferences and applications with partial success.
Score 3.0	 Target Goal/Learning Intention: Analyze a way that humans are influencing the environment (i.e., usage, pollution, and management of water, air, land, and other resources), Assess methods for improving the influence (e.g., compare/contrast options, cost-benefit analysis), Design a method (tool or strategy) that could improve human influence.
2.5	No major errors or omissions regarding 2.0 content, skills and/or processes and partial success of 3.0 content, skills and/or processes.
Score 2.0	 Simpler Goal/Intention: Recognize and recall specific vocabulary such as influence, pollution, and natural resource. Explain causes of human influence on the environment (i.e., usage, pollution, and management of water, air, land, and other resources). List methods used to measure/monitor human influences. Describe methods for improving human influence on the environment (e.g., reclamation, conservation, stewardship, etc.). Identify how human population changes in an area affect the human influence on the environment. (MS-ESS-3.4)
1.5	Partial demonstration of the 2.0 content, processes and/or skills but major errors or omissions regarding the 3.0 content, processes and/or skills.
Score 1.0	With help, partial demonstration of the 2.0 and 3.0 content, processes and/or skills.
0.5	With help, partial demonstration of the 2.0 content, processes and/or skills but not the 3.0 content, processes and/or skills.
Score 0.0	Even with help, no demonstration of content, processes and/or skills.



