

Solving Time, Money, and Temperature Problems

Name _____ Date _____

To the right, 2 = Mastery, 1 = Acceptable (may improve), 0 = Not acceptable (must improve).
On the blanks to the left, mark "+" for strengths and "-" for areas that need improvement.

Time

Solves for elapsed time (amount of time gone by). 2 1 0

Figures how long until time expires. 2 1 0

Figures the duration of an event (length of time). 2 1 0

Compares periods of time (equal, longer/shorter). 2 1 0

Money

Counts money to solve problems. 2 1 0

Compares money to solve problems. 2 1 0

Makes change to solve problems. 2 1 0

Calculates total costs of multiple units (same price). 2 1 0

Temperature

Describes conditions based on temperature. 2 1 0

Uses temperature terms. 2 1 0

___ Uses warm, hot, and boiling.

___ Uses cool, cold, and freezing.

Comments:

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