## Pre-tests: PLACE VALUE CITY 0-99

## Exploration 1: Counting by Tens

Objective 1: Count by tens from 0 to 90.
Pre-test 1: Set nine blocks-of-10 in front of the student. Ask him/her to count the 1-blocks by tens while touching the blocks-of-10, one at a time.
Evidence of learning 1: The student counts the 1 -blocks by tens.

## Exploration 2: Place Value Meaning for Two-Digit Numbers

Objective 2: Associate count, number name, numeral, and place value meaning for two-digit numbers.
Pre-test 2A: Place 54 blocks on a place value mat and ask the student to count the blocks, name the number, and write the numeral to represent that number. Repeat up to two more times with numbers 21-99 if evidence is inconclusive.
Evidence of learning 2A: The student counts to 99, demonstrates an understanding that a twodigit number is composed of 1-9 tens and 0-9 ones, and reads the number name from the numeral.

Pre-test 2B: Select a number card 21 to 99 from Assessment Master 2B. Ask the student to model that number on a place value mat with blocks-of-10 and 1-blocks.
Evidence of learning 2B: The student models the number correctly.

## Exploration 3: Comparing and Ordering Numbers 0-99

Objective 3: Compare and order numbers 0-99.
Pre-test 3A: Select two number cards from Assessment Master 2B and place them in front of the student. Ask him/her to state which number is greater and which is lesser and to use place value language to explain why (e.g., 82 is greater than 48 because it has eight blocks-of-ten and 48 only had four blocks-of-ten).
Evidence of learning 3A: The student compares the numbers correctly and justifies the comparison in place value language.

Pre-test 3B: Place four to six number cards in front of the student. Ask him/her to place them in order from least to greatest.
Evidence of learning 3B: The student places the number cards in order from least to greatest.

## Exploration 4: Equivalent Block Representations

Objective 4: Build equivalent block models of numbers 11-99.
Pre-test 4: Give the student some blocks-of-10 and some 1-blocks. Ask the student to select blocks and build the place value representation of 32 . Then, ask him/her to build two other models of 32 .
Evidence of learning 4: The student builds three equivalent blocks models of numbers 32.

## Assessment Masters for Place Value City 0-99

Assessment Master 2B


