



Released Testlet

Math.G.MG.1-3.PP

Subject: Mathematics

Grade: High School

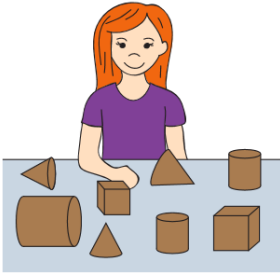
Linkage Level: Proximal Precursor Level

Essential Element: Use properties of geometric shapes to describe real-life objects.

Nodes Assessed: Recognize cube, cone, cylinder, and sphere.

A screenshot of a testlet interface. At the top, the text "Math G.MG.1-3 PP" is displayed in blue. Below this, a white rectangular box contains the instruction "Choose BEGIN to start." At the bottom of the interface, there are two buttons: a blue button on the left labeled "GO BACK" with a left-pointing arrow icon, and a green button on the right labeled "BEGIN" with a right-pointing arrow icon. The background of the interface is a light gray with a faint, abstract pattern.

Deb is learning about shapes.

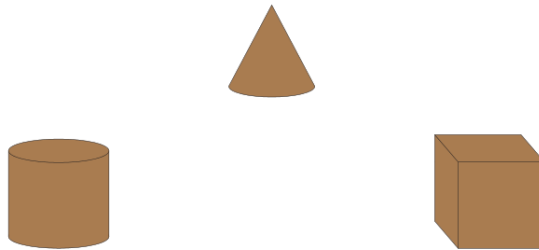


BACK ↩

EXIT
DOES
NOT
SAVE

NEXT ➡

Deb picks up a cube. Which shape is a cube?

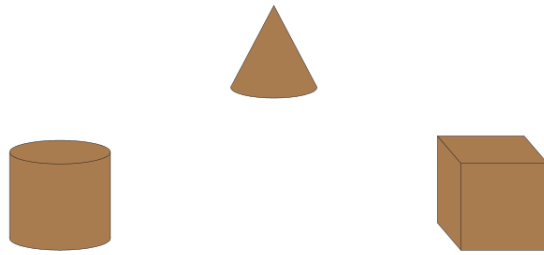


BACK ↩

EXIT
DOES
NOT
SAVE

NEXT ➡

Deb is looking for a cone. Which shape is a cone?

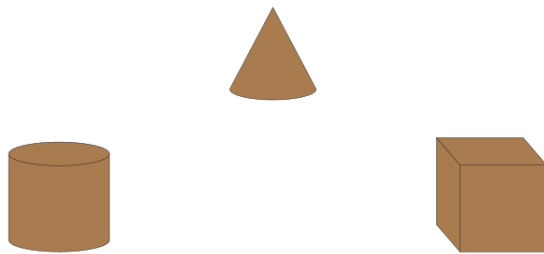


BACK ↩



NEXT →

Deb finds a cylinder. Which shape is a cylinder?

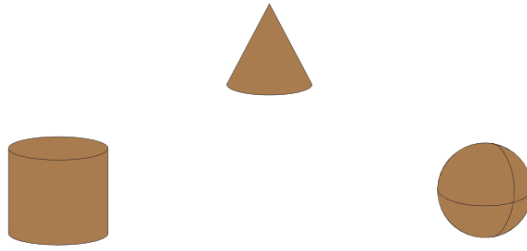


BACK ↩



NEXT →

Deb picks up a sphere. Which shape is a sphere?



BACK ↩



NEXT →

Review: Math G.MG.1-3 PP

Are you done?



Red boxes mean you are not done. Ask your teacher for help.

Answered Not answered

Green checks mean you are done. You can choose end.

↩ GO BACK

END →

Review: Math G.MG.1-3 PP

Are you done?

1	2	3	4
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Red boxes mean you are not done.

Green mean you are done.

Are you sure you want to end?

YES	NO
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