Course Scoring Guidelines

Social Environments Levels E-2

In order to achieve an overall score of "Advanced" for Social Environments Levels E-2, students must:
- Earn "Advanced" on a minimum of 7 of the 13 standards in the level
- Earn "Proficient" on all remaining standards in the level

In order to achieve an overall score of "Proficient" for Social Environments Levels E-2, students must:
- Earn "Proficient" on a minimum of 10 of the 13 standards in the level
- Earn "Developing" on all remaining standards in the level

In order to achieve an overall score of "Developing" for Social Environments Levels E-2, and move on to the next level, students must:
- Earn "Proficient" on a minimum of 7 of the 13 standards in the level
- Earn "Developing" on all remaining standards in the level

Social Environments Levels 3-6

In order to achieve an overall **semester** score of "Advanced" for Social Environments Levels 3-6, students must:
- Earn "Advanced" on 51% or more of the content standards
- Earn "Proficient" on all remaining content standards

In order to achieve an overall **semester** score of "Proficient" for Social Environments Levels 3-6, students must:
- Earn "Proficient" on 80% or more of the content standards
- Earn "Developing" on all remaining content standards

In order to achieve an overall **semester** score of "Developing" for Social Environments and move on to the next level, students must:
- Earn "Proficient" on 51% or more of the content standards
- Earn "Developing" on all remaining content standards

In order to achieve an overall level score of "Advanced" for Social Environments and move on to the next level, students must:
- Earn "Advanced" on ALL process standards

Content standards will be assessed each semester; process standards are earned over the course of a year.