

# Sample School

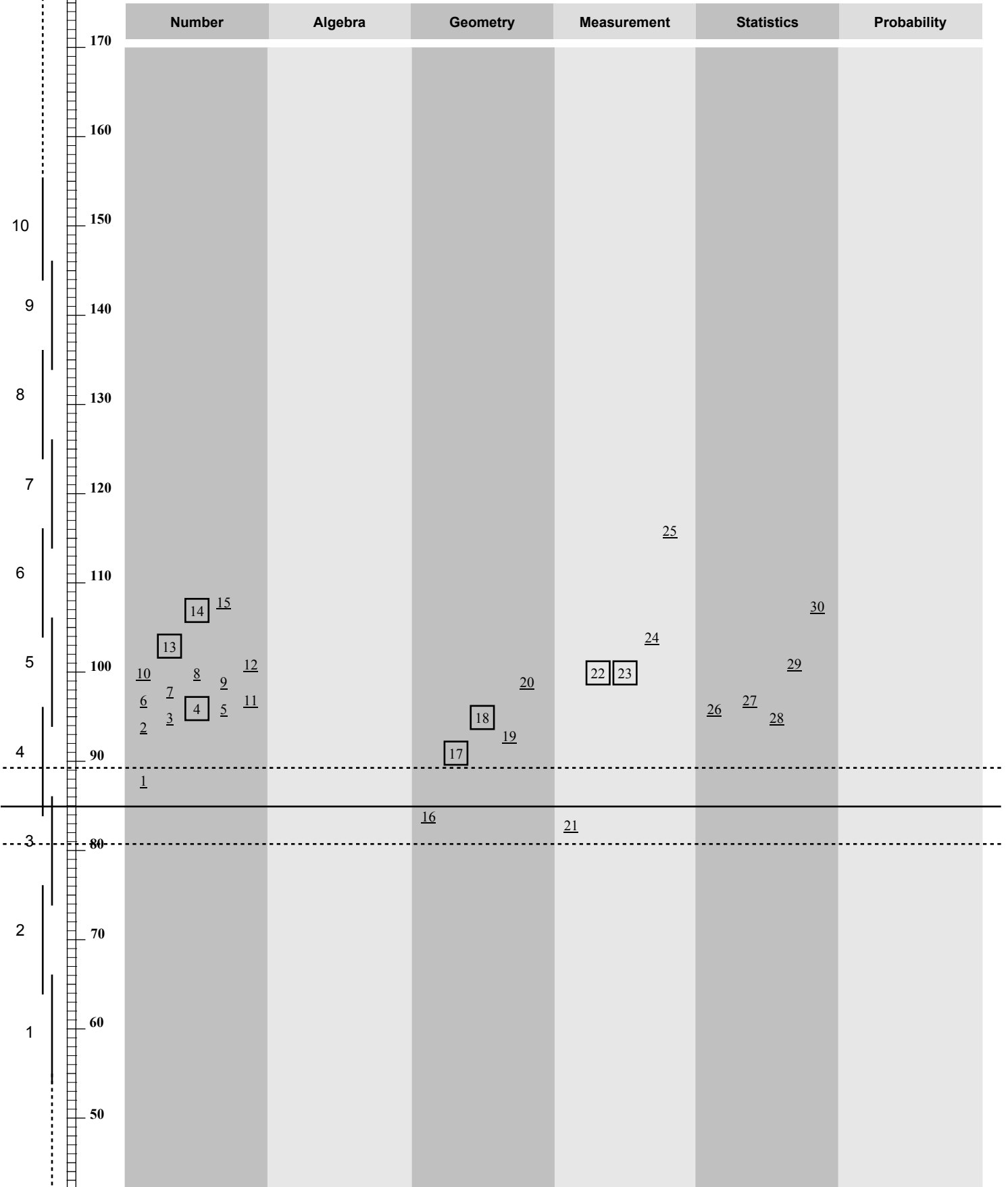
## Jake Newman

Achievement Levels  
PATM Scale Score

**Key**

- 1 correct
- 1 incorrect
- 1 not attempted
- PATM scale score with error range

**PATMaths 4 Test Form: 1**  
**Year Level: Year 1**  
**PATM Scale Score: 85**  
**Percentile Rank on National Norms: 34**  
**Stanine on National Norms: 4**



## Achievement Levels

Achievement Level descriptions that are shaded grey are applicable for this student's results.

*At the level of ability shown a student is typically able to ...*

Level 10	explain how to apply a 50% increase; estimate a fraction addition; recognise the operation that gives the largest value; recognise when there is enough information to calculate an angle; apply a scale factor (enlargement) to a 3D object; work out the capacity in litres of a given cuboid; recognise the calculation that gives the area of a compound shape; estimate the area of a circular object given its diameter; calculate distance travelled given speed and time where conversion of units is required; interpret grouped data in a column graph; calculate the probability of a complex event; describe the pattern of data shown in a graph; solve a word problem where simultaneous equations can be used; interpret information shown in a distance-time graph;
	<i>and also</i>
Level 9	round 3-place decimals to 1 decimal place; solve multi-step problems requiring estimation or application of percentages; choose the box with dimensions or markings that match a given net; solve a multi-step problem involving rates; apply angle properties of shapes to compound shapes; recognise the enlargement of a given shape on a grid; apply knowledge of area and perimeter to calculations involving compound shapes; interpret data shown in a segmented column graph, a two-way table or a frequency table; recognise the factors that ensure a fair and representative sample; add or remove brackets in simple algebraic expressions; extend a number pattern shown in diagrams to describe later diagrams; express a word problem as an equation;
	<i>and also</i>
Level 8	put 2-place and 3-place decimals in order; convert fractions and decimals to percentages; solve multi-step problems requiring division; solve word problems using percentages, proportions, ratios or fractions; evaluate a number given in index notation; compare sizes of angles; recognise the effect of rotation on 2D shapes and figures; calculate angle size in 2D shapes; visualise the faces of a 3D model that cannot be seen; find the perimeter given area (rectangle); calculate the area of simple compound shapes; compare lengths given in different metric units; calculate the number of outcomes for a given chance of success; interpret data shown in a line graph or bar chart; solve a linear equation; recognise what symbols stand for in a word problem; interpret index notation;
	<i>and also</i>
Level 7	compare and order whole numbers, fractions and decimals; solve 1-step word problems using 'x' or '+'; write decimal fractions in words and digits; add or subtract integers less than 10; subtract 4-digit numbers with regrouping; recognise mirror image and symmetry; recognise different views of a 3D model; use scale to find distance on a map; convert a time given in fractions of an hour to minutes; estimate capacity of a familiar object; compare areas of compound shapes on a grid; calculate and compare simple rates; interpret data in a pictograph that uses a symbol for multiple units; order events from most to least likely; understand that outcome of an event does not depend on previous outcomes;
	<i>and also</i>
Level 6	round large numbers to the nearest million; locate integers on a number line; find a half and a quarter of small quantities; apply simple percentages; calculate change from \$1 and \$2; recognise fractions shown in diagrams; write percentages as parts out of 100; add 1-digit decimals with regrouping; recognise that a 2D shape has been rotated through a quarter turn; read time on a clock face; convert 12 hour time to 24 hour time; work out the number of non-standard units needed to cover an area; read a scale where only some of the values are marked or labelled; read a pictograph that uses a symbol for multiple units; recognise possible outcomes from a familiar event; recognise the even most likely to result in a given outcome;
	<i>and also</i>
Level 5	recognise 3-digit and 4-digit numbers in words; write parts of a whole in fraction notation; add 2-digit and 3-digit numbers; solve simple problems using '+', '-', 'x'; match a familiar 3D objects to its net; follow a path using 'left', 'right' or compass points (NSEW); read time on a clock face to the half hour; recognise the smallest area on a square grid; choose an appropriate unit for measuring a familiar mass or length; work out the difference between two times; work out a volume by counting units; match a tally or a list to a graph; recognise the most likely event; decide the most likely result of a random selection; read a frequency table; compare values in a column graph;
	<i>and also</i>
Level 4	put 2-digit numbers in order; recognise a half of a group as a shaded area; use place values of 'tens' and 'ones' correctly; use coins to make up an amount of money; match number sentences with 'x' or '+' to a simple story or picture; continue a simple counting pattern; recognise standard 3D objects (cube, cylinder, cone, sphere); recognise a line of symmetry on a simple 2D shape; read a digital clock; read a ruler marked in cm and mm; put pictures into a correct time sequence; read a simple pictograph or column graph; read a tally chart; recognise the most frequent occurrence in a list;
	<i>and also</i>
Levels 3, 2 & 1	recognise value of Australian coins; recognise 2-digit numbers in words; match number sentences with '+' or '-' to a simple story or picture; use ordinal numbers (first, second ...); add two or three 1-digit numbers; recognise a triangle, a square and a rectangle; select a shape with straight or curved sides; choose 'left' or 'right'; recognise largest and smallest, longest and shortest in a group; match pictures showing different amounts to a simple bar graph