**Proposed Rubric for Math Game**

There are 10 problems in each round

There are 3 rounds per level (4 for Place Value)

The problems are randomly generated, except for the recheck and review problems (see below).

The student will move to next level when 3 (or 4) rounds are completed with 100% accuracy.

After each round, the student will receive a small onscreen reward.

After each level, the student will receive a larger onscreen reward.

**Recheck Problems**

If a problem is missed, save it to the “recheck” list and include it in the next round.

If that problem is missed again, keep it in the “recheck” list, include it in the next round, and save it to the teacher’s list.

**Review Problems**

For higher levels, include two problems from previous level, as review.

**Levels**

Addition:

Level 1: Addition problems with numbers 0…10

Level 2: Addition problems with one double digit number and one single digit number

Level 3: Addition problems with two double digit numbers

Subtraction:

Note: With random number generation, ensure that the first number >= the second number

Level 1: Subtraction problems with numbers 0…10

Level 2: Subtraction problems with one double digit number and one single digit number

Level 3: Subtraction problems with two double digit numbers

Place Value:

Use unit, tens, and hundreds pictures in worksheets. See <https://www.sheppardsoftware.com/mathgames/placevalue/value.htm> for an example.

For non-picture worksheets, follow text prompts and click on the number in a particular place

Level 1: Ones and Tens with pictures

Level 2: Ones and Tens without pictures

Level 3: Ones, Tens, and Hundreds with pictures

Level 4: Ones, Tens, and Hundreds without pictures