UGANDA NATIONAL EXAMINATIONS BOARD

CONTINUOUS ASSESSMENT OBSERVATION CHECKLIST

456 MATHEMATICS

Senior 3, Term 3

Centre/CA No: ..... **Year:** .....

Learner's Name: ..... **Learner ID:** .....

Instructions to the facilitator:

1. This observation checklist contains **one** competency, which **must** be assessed by the end of this term.
2. Please **tick** against the indicator(s) the learner has exhibited at every level assessed.
3. Record the **number of indicators observed** in the boxes provided at the end of each level for **Subject Competency (SC)** and **Generic Skill (GS)**.
4. Indicate **N/A** if the learner has not been assessed for a particular level(s).

Theme:	Patterns and algebra.
Topic:	Quadratic equations.
Learning Outcome(s):	1. Determine the roots of the quadratic equation using factorisation, completing the square and the formula. 2. Make a table of values for a quadratic function and draw the graph. 3. Solve simultaneous equations involving one quadratic equation and a linear equation.
Subject Competency (SC):	Uses quadratic equations to solve real-life problems.
Generic Skill (GS):	Creativity and innovation.
Learning Domain:	Psychomotor.

Level 1: Imitation

Subject Competency (SC): Imitating the teacher/peer/video clip, etc., using quadratic equations to solve real-life problems, the learner:

- Identifies mathematical concepts involved in solving quadratic equations.
- Simplifies the equation

- Determines roots.
- Makes a decision.

Generic Skill (GS): Imitating the teacher/peer/video clip, etc., demonstrating creativity and innovation while using quadratic equations to solve real-life problems, the learner:

- Uses imaginations to explore possibilities.
- Works with others to generate ideas.
- Suggests and develops new solutions.
- Tries out innovative alternatives.
- Looks for patterns and makes generalisations.

Level 1 Indicators	
SC	**GS**

Level 2: Manipulation

Subject Competency (SC): Following instructions from the teacher/peer/video clip/laboratory technician, etc., using quadratic equations to solve real-life problems, the learner:

- Identifies mathematical concepts involved in solving quadratic equations.
- Simplifies the equation.
- Determines roots.
- Makes a decision.

Generic Skill (GS): Following instructions from the teacher/peer/video clip, etc., demonstrating creativity and innovation when using quadratic equations to solve real-life problems, the learner:

- Uses imaginations to explore possibilities.
- Works with others to generate ideas.
- Suggests and develops new solutions.
- Tries out innovative alternatives.
- Looks for patterns and makes generalisations.

Level 2 Indicators	
SC	**GS**

Level 3: Precision

Subject Competency (SC): Using quadratic equations to solve real-life problems, independently but with minimal errors, the learner:

- Identifies mathematical concepts involved in solving quadratic equations.
- Simplifies the equation.
- Determines roots.
- Makes a decision.

Generic Skill (GS): Demonstrating creativity and innovation independently, in using quadratic equations to solve real-life problems, the learner:

- Uses imaginations to explore possibilities.
- Works with others to generate ideas.
- Suggests and develops new solutions.
- Tries out innovative alternatives.
- Looks for patterns and makes generalisations.

Level 3 Indicators	
SC	**GS**

Level 4: Articulation

Subject Competency (SC): Using quadratic equations to solve real-life problems correctly and innovatively, the learner:

- Identifies mathematical concepts involved in solving quadratic equations.
- Simplifies the equation.
- Determines roots.
- Makes a decision.

Generic Skill (GS): Demonstrating creativity and innovation in using quadratic equations to solve real-life problems, the learner:

- Uses imaginations to explore possibilities.
- Works with others to generate ideas.
- Suggests and develops new solutions.
- Tries out innovative alternatives.
- Looks for patterns and makes generalisations.

Level 4 Indicators	
SC	**GS**

Level 5: Naturalisation

Subject Competency (SC): Using quadratic equations to solve real-life problems, with ease, the learner:

- Identifies mathematical concept involved in solving quadratic equations.
- Simplifies the equation.
- Determines roots.
- Makes a decision.

Generic Skill (GS): Demonstrating creativity and innovation in using quadratic equations to solve real-life problems, with ease, the learner:

- Uses imaginations to explore possibilities.
- Works with others to generate ideas.
- Suggests and develops new solutions.
- Tries out innovative alternatives.
- Looks for patterns and makes generalisations.

Level 5 Indicators	
SC	**GS**