**Release the Prisoners’ Game Rubric**

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| **Outcome** | **Score** |
| **G2:** Express probabilities as fractions, decimals, and percent, and interpret probabilities in each of these forms. |  |
| **G3:** Predict and describe the results obtained in carrying out probability experiments related to familiar situations involving chance. |  |
| **G4:** Compare predicted and experimental results for familiar situations involving chance, using technology to extend the number of experimental trials. |  |
| **G5:** Simulate familiar situations involving chance and explain the choice of simulation. |  |
| **G6:** Interpret information about probabilities to assist in making informed decisions in a variety of situations. |  |

**Score Codes:**

**MET +** Met the outcome and has demonstrated excellent command of material.

**MET**  Met the outcome

**APR** Approaching Meeting Expectations

**DNM**  Did Not Meet Expectations