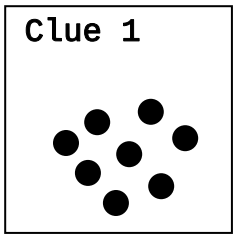
COMPUTER GAME...

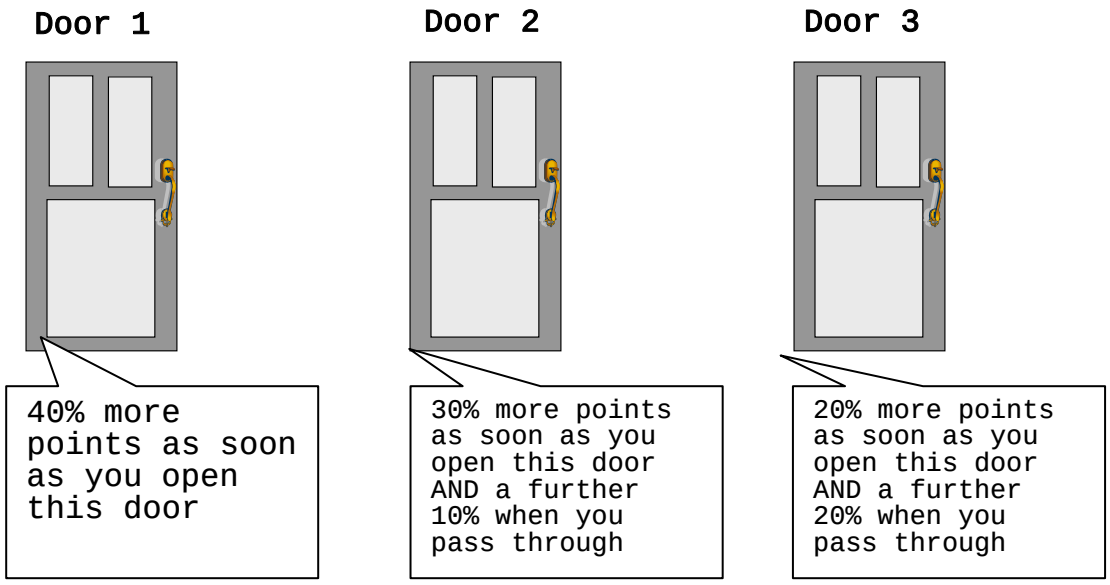
In a computer maths game, players have to use clues to solve a series of problems to get to the next level. You are playing the game.

a. Your first clue is to increase the number of counters shown by 50%. Show how many counters are needed for your answer.
Show all your working so we can understand your thinking.



b. Your second clue is **25% is 46**. Use the clue to work out the amount that will unlock each door. Write the amounts in the boxes below.
Show all your working so we can understand your thinking.

c. You earn points as you progress through the levels. You have to make a final choice to finish the game. Which door do you choose and why?
Explain your reasoning using as much mathematics as you can.



SCORING RUBRIC

COMPUTER GAME …		
TASK:	**RESPONSE:**	**SCORE**
a.	No response, or incorrect (eg, 16)	**0**
	Incomplete (eg, finds 50%), or correct (12 counters), with little/no explanation	**1**
	Correct (12 counters), with explanation, eg, 50% is 4, 4 added to 8 is 12	**2**
b.	No response or incorrect with little/no working and/or explanation	**0**
	A least one correct (9.2, 23, 110.4), with appropriate working, or two correct with little/no working	**1**
	A least two correct (9.2, 23, 110.4), with appropriate working, or three correct with little/no working	**2**
	All correct (9.2, 23, 110.4), with appropriate working	**3**
c.	No response or incorrect with little/no working and/or explanation, eg, “all 40%”	**0**
	Incorrect (Door 1 or Door 2), but some evidence of mathematical reasoning/working	**1**
	Correct (Door 3), with little/no mathematical reasoning, eg, “its more points”	**2**
	Correct (Door 3), with appropriate mathematical reasoning/working	**3**