

-----Web- KIDMAP-----

Ability = -0.48 logits

SE = 0.36

Infit MNSQ = 2.35 (within < 2.0)

Outfit MNSQ = 2.37

Infit ZSTD = 2.94 (within +/- 2.58)

Outfit ZSTD = 2.99

Test Reliability = 0.94

Person Reliability = 0.98

prob.	Harder	Achieved	Harder	Not Achieved	measures	freq(%)	each # = 2.6
					9.2	25(6)#####	
					5.1	8(20)###.	
					5	1(20).	
0.01		20.4^			4.9	9(22)###.	
					4.8	4(23)##	
0.01		12.4^			4.7	5(24)##	
					4.6	1(24).	
					4.5	11(26)####.	
					1.8	2(65).	
					1.7	12(68)#####	
					1.6		
					1.5	14(71)#####.	
					1.4	3(72).	
					1.3	12(74)#####	
					1.2		
					1.1	13(77)#####	
					1	8(79)###.	
0.2		9.4			0.9	2(80).	
0.24		10.3			0.8	8(81)###.	
0.25				8.4.3	0.7	3(82).	
0.27				11.4.3	0.6	10(84)####	
0.29	15.3	6.4			0.5	3(85).	
0.31				1.4.3	0.4		
0.34				14.4.3	0.3	4(86)##	
					0.2	11(88)####.	
					0.1	4(89)##	
					0	7(91)###	
0.41		5.4			-0.1	5(92)##	
					-0.2	6(93)##.	
0.46				18.4.3	-0.3		
			XXX		-0.4	1(93).	
					-0.5	4(94)##*	
					-0.6	2(95).	
					-0.7	3(95).	
					-0.8	2(96).	
					-1.7		
					-1.8	2(99).	
0.81				13.3.2	-1.9		
					-2	1(100).	
0.83	2.3	21.2			-2.1	1(100).	
0.85				4.3.2	-2.2		
					-2.3		
0.87				7.3.2	-2.4		
0.88				19.3.2	-2.5		
					-2.6		
0.9				17.3.2*	-2.7		
					-7.5		
					-7.6		

--Expected Score(Easier)-----Unexpected Score(Less) -----