

ABOUT EUREKA MATH

Created by the nonprofit Great Minds, *Eureka Math* helps teachers deliver unparalleled math instruction that provides students with a deep understanding of and fluency in math. Crafted by teachers and math scholars, the curriculum carefully sequences the mathematical progressions to maximize coherence from Prekindergarten through Precalculus—a principle tested and proven to be essential in students’ mastery of math.

Teachers and students using *Eureka Math* find the trademark “Aha!” moments in *Eureka Math* to be a source of joy and inspiration, lesson after lesson, year after year.

ALIGNED

Eureka Math is the only curriculum found by [EdReports.org](https://www.edreports.org) to align fully with the Common Core State Standards for Mathematics for all grades, Kindergarten through Grade 8. Great Minds offers detailed analyses that demonstrate how each grade of *Eureka Math* aligns with specific state standards. Access these free alignment studies at [greatminds.org/state-studies](https://www.greatminds.org/state-studies).

DATA

Schools and districts nationwide are experiencing student growth and impressive test scores after using *Eureka Math*. See their stories and data at [greatminds.org/data](https://www.greatminds.org/data).

FULL SUITE OF RESOURCES

As a nonprofit, Great Minds offers the *Eureka Math* curriculum as PDF downloads for free, noncommercial use. Access the free PDFs at [greatminds.org/resources](https://www.greatminds.org/resources).

The teacher–writers who created the curriculum have also developed essential resources, available only from Great Minds, including the following:





- Printed material in English and Spanish
- Digital resources
- Professional development
- Classroom tools and manipulatives
- Teacher support materials
- Parent resources

Florida Benchmarks for Excellent Student Thinking (B.E.S.T.) Standards in Mathematics Correlation to *Eureka Math*[®]

GRADE 1 MATHEMATICS

The majority of the Grade 1 Florida B.E.S.T. Mathematics Standards are fully covered by the Grade 1 *Eureka Math* curriculum. The primary area where the Grade 1 Mathematics Florida Standards and Grade 1 *Eureka Math* do not align is in the domain of Measurement. Standards from this domain, as well as Geometric Reasoning and Number Sense and Operations, will require the use of *Eureka Math* content from another grade level. A detailed analysis of alignment is provided in the table below.

INDICATORS

-  **GREEN** indicates the Florida standard is addressed in *Eureka Math*.
-  **YELLOW** indicates the Florida standard may not be completely addressed in *Eureka Math*.
-  **RED** indicates the Florida standard is not addressed in *Eureka Math*.
-  **BLUE** indicates there is a discrepancy between the grade level at which this standard is addressed in Florida and in *Eureka Math*.

Strand	Benchmark	Aligned Components of <i>Eureka Math</i>
Number Sense and Operations	Standard: MA.1.NSO.1 Extend counting sequences and understand the place value of two-digit numbers.	
	MA.1.NSO.1.1 Starting at a given number, count forward and backward within 120 by ones. Skip count by twos to 20 and by fives to 100.	G1 M6 Topic B: Numbers to 120
	MA.1.NSO.1.2 Read numbers from 0 to 100 written in standard form, expanded form and word form. Write numbers from 0 to 100 using standard form and expanded form.	G1 M4 Topic F: Addition of Tens and Ones to a Two-Digit Number G1 M6 Topic B: Numbers to 120
	MA.1.NSO.1.3 Compose and decompose two-digit numbers in multiple ways using tens and ones. Demonstrate each composition or decomposition with objects, drawings and expressions or equations.	G1 M4 Topic A: Tens and Ones G1 M4 Topic F: Addition of Tens and Ones to a Two-Digit Number G1 M6 Topic B: Numbers to 120
	Standard: MA.1.NSO.2 Develop an understanding of addition and subtraction operations with one- and two-digit numbers.	
	MA.1.NSO.2.1 Recall addition facts with sums to 10 and related subtraction facts with automaticity.	G1 M1 Topic G: Subtraction as an Unknown Addend Problem G1 M1 Topic J: Development of Subtraction Fluency Within 10

Strand	Benchmark	Aligned Components of <i>Eureka Math</i>
	<p>MA.1.NSO.2.2</p> <p>Add two whole numbers with sums from 0 to 20, and subtract using related facts with procedural reliability.</p>	<p>G1 M1 Topic G: Subtraction as an Unknown Addend Problem</p> <p>G1 M1 Topic J: Development of Subtraction Fluency Within 10</p> <p>G1 M2 Topic A: Counting on or Making Ten to Solve Result Unknown and Total Unknown Problems</p> <p>G1 M2 Topic B: Counting on or Taking from Ten to Solve Result Unknown and Total Unknown Problems</p> <p>G1 M2 Topic C: Strategies for Solving Change or Addend Unknown Problems</p>
	<p>MA.1.NSO.2.3</p> <p>Identify the number that is one more, one less, ten more and ten less than a given two-digit number.</p>	<p>G1 M4 Topic A: Tens and Ones</p> <p>G1 M6 Topic B: Numbers to 120</p> <p>G1 M6 Topic C: Addition to 100 Using Place Value Understanding</p>
	<p>MA.1.NSO.2.4</p> <p>Explore the addition of a two-digit number and a one-digit number with sums to 100.</p>	<p>G1 M4 Topic D: Addition of Tens or Ones to a Two-Digit Number</p> <p>G1 M6 Topic C: Addition to 100 Using Place Value Understanding</p>

Strand	Benchmark	Aligned Components of <i>Eureka Math</i>
	<p>MA.1.NSO.2.5</p> <p>Explore subtraction of a one-digit number from a two-digit number.</p>	<p>G1 M4 Topic E: Varied Problem Types Within 20</p> <p>G1 M6 Topic F: Varied Problem Types Within 20</p>
Fractions	<p>Standard: MA.1.FR.1 Develop an understanding of fractions by partitioning shapes into halves and fourths.</p>	
	<p>MA.1.FR.1.1</p> <p>Partition circles and rectangles into two and four equal-sized parts. Name the parts of the whole using appropriate language, including halves or fourths.</p>	<p>G1 M5 Topic C: Halves and Quarters of Rectangles and Circles</p>
Algebraic Reasoning	<p>Standard: MA.1.AR.1 Solve addition problems with sums between 0 and 20 and subtraction problems using related facts.</p>	
	<p>MA.1.AR.1.1</p> <p>Apply properties of addition to find a sum of three or more whole numbers.</p>	<p>G1 M2 Topic A: Counting on or Making Ten to Solve Result Unknown and Total Unknown Problems</p>

Strand	Benchmark	Aligned Components of <i>Eureka Math</i>
	<p>MA.1.AR.1.2</p> <p>Solve addition and subtraction real-world problems using objects, drawings or equations to represent the problem.</p>	<p>G1 M1 Topic A: Embedded Numbers and Decompositions</p> <p>G1 M1 Topic B: Counting on from Embedded Numbers</p> <p>G1 M1 Topic C: Addition Word Problems</p> <p>G1 M1 Topic G: Subtraction as an Unknown Addend Problem</p> <p>G1 M1 Topic H: Subtraction Word Problems</p> <p>G1 M2 Topic A: Counting on or Making Ten to Solve Result Unknown and Total Unknown Problems</p> <p>G1 M2 Topic B: Counting on or Taking from Ten to Solve Result Unknown and Total Unknown Problems</p> <p>G1 M2 Topic C: Strategies for Solving Change or Addend Unknown Problems</p> <p>G1 M4 Topic E: Varied Problem Types Within 20</p> <p>G1 M6 Topic F: Varied Problem Types Within 20</p>

	<p>Standard: MA.1.AR.2 Develop an understanding of the relationship between addition and subtraction.</p>	
<p>MA.1.AR.2.1</p> <p>Restate a subtraction problem as a missing addend problem using the relationship between addition and subtraction.</p>		<p>G1 M1 Topic G: Subtraction as an Unknown Addend Problem</p> <p>G1 M2 Topic B: Counting on or Taking from Ten to Solve Result Unknown and Total Unknown Problems</p> <p>G1 M2 Topic C: Strategies for Solving Change or Addend Unknown Problems</p> <p>G1 M3 Topic D: Data Interpretation</p>
<p>MA.1.AR.2.2</p> <p>Determine and explain if equations involving addition or subtraction are true or false.</p>		<p>G1 M1 Topic E: The Commutative Property of Addition and the Equal Sign</p> <p>G1 M2 Topic C: Strategies for Solving Change or Addend Unknown Problems</p>
<p>MA.1.AR.2.3</p> <p>Determine the unknown whole number in an addition or subtraction equation, relating three whole numbers, with the unknown in any position.</p>		<p>G1 M1 Topic D: Strategies for Counting on</p> <p>G1 M2 Topic B: Counting on or Taking from Ten to Solve Result Unknown and Total Unknown Problems</p> <p>G1 M2 Topic C: Strategies for Solving Change or Addend Unknown Problems</p>

Measurement	Standard: MA.1.M.1 Compare and measure the length of objects.	
	MA.1.M.1.1 Estimate the length of an object to the nearest inch. Measure the length of an object to the nearest inch or centimeter.	G2 M2 Lesson 4: Measure various objects using centimeter rulers and meter sticks. G2 M2 Lesson 5: Develop estimation strategies by applying prior knowledge of length and using mental benchmarks.
	MA.1.M.1.2 Compare and order the length of up to three objects using direct and indirect comparison.	G1 M3 Topic A: Indirect Comparison in Length Measurement G1 M3 Topic B: Standard Length Units G1 M3 Topic C: Nonstandard and Standard Length Units
	Standard: MA.1.M.2 Tell time and identify the value of coins and combinations of coins and dollar bills.	
	MA.1.M.2.1 Using analog and digital clocks, tell and write time in hours and half-hours.	G1 M5 Topic D: Application of Halves to Tell Time
	MA.1.M.2.2 Identify pennies, nickels, dimes and quarters, and express their values using the ¢ symbol. State how many of each coin equal a dollar.	G1 M4 Topic A: Tens and Ones G1 M6 Topic E: Coins and Their Values

	<p>MA.1.M.2.3</p> <p>Find the value of combinations of pennies, nickels and dimes up to one dollar, and the value of combinations of one, five and ten dollar bills up to \$100. Use the ¢ and \$ symbols appropriately.</p>	<p>G1 M6 Topic E: Coins and Their Values</p>
<p>Geometric Reasoning</p>	<p>Standard: MA.1.GR.1 Identify and analyze two- and three-dimensional figures based on their defining attributes.</p>	
	<p>MA.1.GR.1.1</p> <p>Identify, compare and sort two- and three-dimensional figures based on their defining attributes. Figures are limited to circles, semi-circles, triangles, rectangles, squares, trapezoids, hexagons, spheres, cubes, rectangular prisms, cones and cylinders.</p>	<p>G1 M5 Topic A: Attributes of Shapes</p>
	<p>MA.1.GR.1.2</p> <p>Sketch two-dimensional figures when given defining attributes. Figures are limited to triangles, rectangles, squares and hexagons.</p>	<p>G2 M8 Topic A: Attributes of Geometric Shapes</p>
	<p>MA.1.GR.1.3</p> <p>Compose and decompose two- and three-dimensional figures. Figures are limited to semi-circles, triangles, rectangles, squares, trapezoids, hexagons, cubes, rectangular prisms, cones and cylinders.</p>	<p>G1 M5 Topic A: Attributes of Shapes</p> <p>G1 M5 Topic B: Part–Whole Relationships Within Composite Shapes</p>
	<p>MA.1.GR.1.4</p> <p>Given a real-world object, identify parts that are modeled by two- and three- dimensional figures. Figures are limited to semi-circles, triangles, rectangles, squares and hexagons, spheres, cubes, rectangular prisms, cones and cylinders.</p>	<p>G1 M5 Topic B: Part–Whole Relationships Within Composite Shapes</p>

Data Analysis and Probability	Standard: MA.1.DP.1 Collect, represent and interpret data using pictographs and tally marks.	
	MA.1.DP.1.1 Collect data into categories and represent the results using tally marks or pictographs.	G1 M3 Topic D: Data Interpretation
	MA.1.DP.1.2 Interpret data represented with tally marks or pictographs by calculating the total number of data points and comparing the totals of different categories.	G1 M3 Topic D: Data Interpretation