## Grade 1 | Arkansas Mathematics Standards Correlation to Eureka Math ${ }^{\text {®® }}$

When the original Eureka Math ${ }^{\circledR}$ curriculum was released, it quickly became the most widely used $\mathrm{K}-5$ mathematics curriculum in the country. Now, the Great Minds ${ }^{\circledR}$ teacher-writers have created Eureka Math ${ }^{2 ®}$, a groundbreaking new curriculum that helps teachers deliver exponentially better math instruction while still providing students with the same deep understanding of and fluency in math. Eureka Math ${ }^{2}$ carefully sequences mathematical content to maximize vertical alignment-a principle tested and proven to be essential in students' mastery of math-from kindergarten through high school.

While this innovative new curriculum includes all the trademark Eureka Math aha moments that have been delighting students and teachers for years, it also boasts these exciting new features:

## Teachability

Eureka Math ${ }^{2}$ employs streamlined materials that allow teachers to plan more efficiently and focus their energy on delivering highquality instruction that meets the individual needs of their students. Differentiation suggestions, slide decks, digital interactives, and multiple forms of assessment are just a few of the resources built right into the teacher materials.

## Accessibility

Eureka Math² incorporates Universal Design for Learning principles so all learners can access the mathematics and take on challenging math concepts. Student supports are built into the instructional design and are clearly identified in the Teach book. Further, the curriculum carries a focus on readability. By eliminating unnecessary words and using simple, clear sentences, the Eureka Math² teacher-writers have created one of the most readable mathematics curricula on the market. The curriculum's readability and accessibility help all students see themselves as mathematical thinkers and doers who are fully capable of owning their mathematics learning.

## Digital Engagement

The digital elements of Eureka Math ${ }^{2}$ add to students' engagement with the math. The curriculum provides teachers with digital slides for each lesson. In addition, each grade level includes wordless videos that spark students' interest and curiosity. Students at all levels work through mathematical explorations that help lead to their own mathematical discoveries. Digital lessons and videos provide opportunities for students to wonder, explore, and make sense of mathematics, which contributes to the development of a strong, positive mathematical identity.

## Standards for Mathematical Practice

## Aligned Components of Eureka Math ${ }^{2}$

| MP. 1 <br> Make sense of problems and persevere in solving them. | Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson. |
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| MP. 2 <br> Reason abstractly and quantitatively. | Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson. |
| MP. 3 <br> Construct viable arguments and critique the reasoning of others. | Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson. |
| MP. 4 <br> Model with mathematics. | Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson. |
| MP. 5 <br> Use appropriate tools strategically. | Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson. |
| MP. 6 <br> Attend to precision. | Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson. |
| MP. 7 <br> Look for and make use of structure. | Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson. |
| MP. 8 <br> Look for and express regularity in repeated reasoning. | Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson. |

## 1 | Arkansas Mathematics Standards Correlation to Eureka Math²

## Number \& Place Value

Counting

## Students extend the counting sequence.

Arkansas Mathematics Standards

## 1.NPV. 1

Count forward and back within 120 by ones and tens from any given whole number.

## Aligned Components of Eureka Math ${ }^{2}$

1 M3 Lesson 15: Count and record a collection of objects.
1 M3 Lesson 16: Identify ten as a unit.
1 M5 Lesson 2: Count a collection and record the total in units of tens and ones.
1 M5 Lesson 3: Recognize the place value of digits in a two-digit number.
1 M5 Lesson 5: Reason about equivalent representations of a number.
1 M6 Lesson 16: Count and record totals for collections greater than 100.
1 M6 Lesson 17: Read, write, and represent numbers greater than 100.
1 M6 Lesson 18: Count up and down across 100.
1 M6 Lesson 19: Write totals for collections larger than 100 shown in various groups of tens and ones.

2 M1 Lesson 21: Count efficiently within 1,000 by using ones, tens, and hundreds.
2 M1 Lesson 22: Use counting strategies to solve add to with change unknown word problems.
2 M1 Lesson 23: Organize, count, and record a collection of objects.
2 M1 Lesson 24: Count up to 1,000 by using place value units.
2 M1 Lesson 29: Count by \$1, \$10, and \$100.
2 M1 Lesson 30: Determine how many $\$ 10$ bills are equal to $\$ 1,000$.
2 M1 Lesson 37: Organize, count, represent, and compare a collection of objects.
2 M3 Lesson 17: Relate the clock to a number line to count by fives.
2 M3 Lesson 18: Tell time to the nearest 5 minutes.

## Number \& Place Value

## Place Value

## Students understand the base ten place value system.

Arkansas Mathematics Standards

## 1.NPV. 3

Explain the place value of ones and tens in two-digit numbers, using concrete models, diagrams, numbers, or words.

## Aligned Components of Eureka Math ${ }^{2}$

1 M1 Lesson 12: Count on from 10 to find an unknown total.
1 M3 Lesson 15: Count and record a collection of objects.
1 M3 Lesson 16: Identify ten as a unit.
1 M3 Lesson 17: Add a two-digit number and a one-digit number.
1 M3 Lesson 18: Subtract a one-digit number from a two-digit number.
1 M3 Lesson 19: Solve take from with change unknown problems with totals in the teens.
1 M4 Lesson 8: Draw to represent a length measurement.
1 M4 Lesson 9: Represent a total length as units of tens and ones.
1 M5 Lesson 2: Count a collection and record the total in units of tens and ones.
1 M5 Lesson 3: Recognize the place value of digits in a two-digit number.
1 M5 Lesson 4: Represent a number in multiple ways by trading 10 ones for a ten.
1 M5 Lesson 5: Reason about equivalent representations of a number.
1 M5 Lesson 8: Use place value reasoning to write and compare 2 two-digit numbers.
2 M1 Lesson 23: Organize, count, and record a collection of objects.
2 M1 Lesson 26: Write base-ten numbers in expanded form.
2 M1 Lesson 27: Read, write, and relate base-ten numbers in all forms.
2 M1 Lesson 31: Count the total value of ones, tens, and hundreds with place value disks.
2 M1 Lesson 38: Compare numbers in different forms.

## Arkansas Mathematics Standards

## Aligned Components of Eureka Math ${ }^{2}$

## 1.NPV. 5

Use concrete models or drawings to subtract multiples of 10 from multiples 10 (within the of range of $10-90$ ), relate the strategy to a written expression or equation, and explain the reasoning used to solve.

## 1.NPV. 6

Use mental strategies to find 10 more or 10 less than a given two-digit number.

1 M5 Lesson 15: Count on and back by tens to add and subtract.
1 M5 Lesson 16: Use related single-digit facts to add and subtract multiples of ten.
1 M5 Lesson 17: Use tens to find an unknown part.
1 M5 Lesson 18: Determine if number sentences involving addition and subtraction are true or false.

1 M5 Lesson 6: Add 10 or take 10 from a two-digit number.

## Number \& Place Value

## Comparison

## Students use place value understanding to compare numbers.

## Arkansas Mathematics Standards

## Aligned Components of Eureka Math ${ }^{2}$

## 1.NPV. 7

Compare two two-digit numbers using symbols ( $<,=,>$ ) based on the value of tens and ones in the given numbers.

1 M1 Lesson 2: Organize and represent data to compare two categories.
1 M1 Lesson 3: Sort to represent and compare data with three categories.
1 M1 Lesson 4: Find the total number of data points and compare categories in a picture graph.
1 M1 Lesson 6: Use tally marks to represent and compare data.
1 M4 Lesson 5: Measure and compare lengths.
1 M5 Lesson 7: Use place value reasoning to compare two quantities.
1 M5 Lesson 8: Use place value reasoning to write and compare 2 two-digit numbers.
1 M5 Lesson 9: Compare two quantities and make them equal.

## Number \& Place Value

## Fraction Foundations

## Students build a conceptual understanding of fractions.

## Arkansas Mathematics Standards

## Aligned Components of Eureka Math ${ }^{2}$

## 1.NPV. 8

Partition circles and rectangles into two and four equal shares, describing the shares using the words halves, fourths, and quarters; understand that decomposing into more equal pieces creates smaller pieces.

1 M6 Lesson 10: Reason about equal and not equal shares.
1 M6 Lesson 11: Name equal shares as halves or fourths.
1 M6 Lesson 12: Partition shapes into halves, fourths, and quarters.
1 M6 Lesson 13: Relate the number of equal shares to the size of the shares.

## Computation \& Algebraic Reasoning

## Operations \& Properties

## Students perform operations using place value understanding and properties of operations.

## Arkansas Mathematics Standards

Aligned Components of Eureka Math ${ }^{2}$

## 1.CAR. 1

Add and subtract fluently within 10 with mastery by the end of first grade.

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1 M1 Lesson 14: Count on to find the total of an addition expression.
1 M1 Lesson 17: Add 0 and 1 to any number.
1M1 Lesson 20: Find all two-part expressions equal to 6.
1M1 Lesson 21: Find all two-part expressions equal to 7 and 8.
1 M1 Lesson 22: Find all two-part expressions equal to 9 and 10.
1M1 Lesson 23: Find the totals of doubles +1 facts.
1 M1 Lesson 24: Use known facts to make easier problems.
1 M2 Lesson 2: Subtract all or subtract 0.
1 M2 Lesson 3: Subtract 1 or subtract 1 less than the total.
1 M2 Lesson 4: Use fingers to subtract 4, 5, and 6 efficiently.
1 M2 Lesson 7: Count on or count back to solve related addition and subtraction problems.
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| Arkansas Mathematics Standards | Aligned Components of Eureka Math² |
| :---: | :---: |
| 1.CAR. 1 continued | 1 M2 Lesson 16: Compare the efficiency of counting on and counting back to subtract. 1 M3 Lesson 1: Group to make ten when there are three parts. <br> 1M3 Lesson 4: Use properties of addition to make three-addend expressions easier. <br> 1 M3 Lesson 5: Make ten when an addend is 5 . <br> 1 M3 Lesson 6: Make ten when the first addend is 9 . <br> 1 M3 Lesson 7: Make ten when the first addend is 8 or 9 . <br> 1 M3 Lesson 8: Make ten when the second addend is 8 or 9 . <br> 1 M3 Lesson 9: Make ten with either addend. <br> 1 M3 Lesson 10: Make ten when there are three addends. <br> 1 M3 Lesson 13: Count on to make ten within 20. <br> 1 M3 Lesson 14: Count on to make the next ten within 100. <br> 1 M3 Lesson 17: Add a two-digit number and a one-digit number. <br> 1 M3 Lesson 18: Subtract a one-digit number from a two-digit number. <br> 1 M3 Lesson 20: Use strategies to subtract from a teen number. <br> 1 M3 Lesson 21: Take from ten to subtract from a teen number, part 1. <br> 1 M3 Lesson 22: Take from ten to subtract from a teen number, part 2. <br> 1 M3 Lesson 23: Subtract by counting on. <br> 1 M3 Lesson 24: Decompose the subtrahend to count back. <br> 1 M3 Lesson 25: Choose a strategy to make an easier problem. |
| 1.CAR. 2 <br> Use computational fluency to add and subtract within 20 using manipulatives and/or a variety of strategies. | 1 M1 Lesson 14: Count on to find the total of an addition expression. 1 M1 Lesson 17: Add 0 and 1 to any number. <br> 1 M1 Lesson 20: Find all two-part expressions equal to 6 . <br> 1 M1 Lesson 21: Find all two-part expressions equal to 7 and 8. <br> 1 M1 Lesson 22: Find all two-part expressions equal to 9 and 10 . |

## Arkansas Mathematics Standards

## Aligned Components of Eureka Math ${ }^{2}$

## 1.CAR. 2 continued

## Arkansas Mathematics Standards

## 1.CAR. 3

Apply properties of operations to add and subtract within 20.

## Aligned Components of Eureka Math²

1 M1 Lesson 14: Count on to find the total of an addition expression.
1 M1 Lesson 17: Add 0 and 1 to any number.
1 M1 Lesson 20: Find all two-part expressions equal to 6.
1 M1 Lesson 21: Find all two-part expressions equal to 7 and 8 .
1 M1 Lesson 22: Find all two-part expressions equal to 9 and 10 .
1 M1 Lesson 23: Find the totals of doubles +1 facts.
1 M1 Lesson 24: Use known facts to make easier problems.
1 M2 Lesson 2: Subtract all or subtract 0 .
1 M2 Lesson 3: Subtract 1 or subtract 1 less than the total.
1 M2 Lesson 4: Use fingers to subtract 4, 5, and 6 efficiently.
1 M2 Lesson 7: Count on or count back to solve related addition and subtraction problems.
1 M2 Lesson 16: Compare the efficiency of counting on and counting back to subtract.
1 M3 Lesson 1: Group to make ten when there are three parts.
1 M3 Lesson 4: Use properties of addition to make three-addend expressions easier.
1 M3 Lesson 5: Make ten when an addend is 5.
1 M3 Lesson 6: Make ten when the first addend is 9 .
1 M3 Lesson 7: Make ten when the first addend is 8 or 9 .
1 M3 Lesson 8: Make ten when the second addend is 8 or 9 .
1 M3 Lesson 9: Make ten with either addend.
1 M3 Lesson 10: Make ten when there are three addends.
1 M3 Lesson 13: Count on to make ten within 20.
1 M3 Lesson 14: Count on to make the next ten within 100.
1 M3 Lesson 17: Add a two-digit number and a one-digit number.
1 M3 Lesson 18: Subtract a one-digit number from a two-digit number.

| Arkansas Mathematics Standards | Aligned Components of Eureka Math² |
| :---: | :---: |
| 1.CAR. 3 continued | 1 M3 Lesson 20: Use strategies to subtract from a teen number. <br> 1 M3 Lesson 21: Take from ten to subtract from a teen number, part 1. <br> 1 M3 Lesson 22: Take from ten to subtract from a teen number, part 2. <br> 1 M3 Lesson 23: Subtract by counting on. <br> 1 M3 Lesson 24: Decompose the subtrahend to count back. <br> 1 M3 Lesson 25: Choose a strategy to make an easier problem. |
| 1.CAR. 4 <br> Use concrete models or drawings to add within 100, including a two-digit number and a one-digit number as well as a two-digit number and a multiple of ten; relate strategy used to a written expression or equation and explain reasoning. | 1 M5 Lesson 10: Add the ones first. <br> 1 M5 Lesson 11: Add the ones to make the next ten. <br> 1 M5 Lesson 12: Decompose an addend to make the next ten. <br> 1 M5 Lesson 13: Reason about related problems that make the next ten. <br> 1 M5 Lesson 14: Determine which equations make the next ten. <br> 1 M5 Lesson 15: Count on and back by tens to add and subtract. <br> 1 M5 Lesson 16: Use related single-digit facts to add and subtract multiples of ten. <br> 1 M5 Lesson 17: Use tens to find an unknown part. <br> 1 M5 Lesson 18: Determine if number sentences involving addition and subtraction are true or false. <br> 1 M5 Lesson 19: Add tens to a two-digit number. <br> 1 M5 Lesson 20: Add ones and multiples of ten to any number. <br> 1 M5 Lesson 21: Use varied strategies to add 2 two-digit addends. <br> 1 M5 Lesson 22: Decompose both addends and add like units. <br> 1 M5 Lesson 23: Decompose an addend and add tens first. <br> 1 M5 Lesson 24: Decompose an addend to make the next ten. <br> 1 M5 Lesson 25: Compare equivalent expressions used to solve two-digit addition equations. <br> 1 M6 Lesson 26: Make a total in more than one way. <br> 1 M6 Lesson 27: Add two-digit numbers in various ways, part 1. |

## Arkansas Mathematics Standards

## Aligned Components of Eureka Math ${ }^{2}$

## 1.CAR. 4 continued

1 M6 Lesson 28: Add two-digit numbers in various ways, part 2.
1 M6 Lesson 29: Add tens to make 100.
1 M6 Lesson 30: Make the next ten and add tens to make 100.
1 M6 Lesson 31: Add to make 100.

## 1.CAR. 5

Demonstrate the relationship between addition and subtraction by solving problems, using an inverse operation.

1 M1 Lesson 9: Count on from both parts and record part-total relationships.
1 M1 Lesson 15: Use the commutative property to count on from the larger addend.
1 M1 Lesson 16: Use the commutative property to find larger totals.
1 M2 Lesson 17: Use related addition facts to subtract from 10.
1 M2 Lesson 18: Use related addition facts to subtract.
1 M2 Lesson 19: Determine the value of the unknown in various positions.
1 M3 Lesson 1: Group to make ten when there are three parts.
1 M3 Lesson 2: Make ten with three addends.
1 M3 Lesson 3: Represent and solve three-addend word problems.
1 M3 Lesson 4: Use properties of addition to make three-addend expressions easier.
1 M3 Lesson 5: Make ten when an addend is 5.
1 M3 Lesson 6: Make ten when the first addend is 9 .
1 M3 Lesson 7: Make ten when the first addend is 8 or 9 .
1 M3 Lesson 8: Make ten when the second addend is 8 or 9 .
1 M3 Lesson 9: Make ten with either addend.
1 M3 Lesson 10: Make ten when there are three addends.
1 M3 Lesson 11: Represent and compare related situation equations, part 1.
1 M3 Lesson 12: Represent and compare related situation equations, part 2.
1 M3 Lesson 13: Count on to make ten within 20.
1 M3 Lesson 14: Count on to make the next ten within 100.
1 M3 Lesson 26: Pose and solve varied word problems.

## 1 | Arkansas Mathematics Standards Correlation to Eureka Math²

## Computation \& Algebraic Reasoning

## Problem Solving

Students solve real-world problems.

Arkansas Mathematics Standards
1.CAR. 6

Solve real-world problems involving addition and subtraction within 20.

## Aligned Components of Eureka Math ${ }^{2}$

1 M2 Lesson 1: Represent result unknown problems and record as addition or subtraction number sentences.

1 M2 Lesson 5: Use the Read-Draw-Write process to solve result unknown problems.
1 M2 Lesson 6: Represent and solve related addition and subtraction result unknown problems.
1 M2 Lesson 7: Count on or count back to solve related addition and subtraction problems.
1 M2 Lesson 8: Interpret and find an unknown change.
1 M2 Lesson 9: Represent and solve add to with change unknown problems.
1 M2 Lesson 11: Represent and solve take from with change unknown problems.
1 M2 Lesson 13: Represent and solve add to and take from with change unknown problems.
1 M2 Lesson 14: Represent and solve put together/take apart with addend unknown problems.
1 M2 Lesson 21: Represent and solve compare with difference unknown problems, part 1.
1 M2 Lesson 22: Represent and solve compare with difference unknown problems, part 2.
1 M3 Lesson 11: Represent and compare related situation equations, part 1.
1 M3 Lesson 12: Represent and compare related situation equations, part 2.
1 M3 Lesson 19: Solve take from with change unknown problems with totals in the teens.
1 M3 Lesson 26: Pose and solve varied word problems.
1 M4 Lesson 10: Compare to find how much longer.
1 M4 Lesson 11: Compare to find how much shorter.
1 M4 Lesson 12: Find the unknown longer length.
1 M4 Lesson 13: Find the unknown shorter length.
1 M6 Lesson 20: Represent and solve put together and take apart word problems.
1 M6 Lesson 21: Represent and solve add to and take from word problems.

| Arkansas Mathematics Standards |  |
| :--- | :--- |
| 1.CAR.6 continued | 1 M 6 Lesson 22: Represent and solve add to and take from with start unknown word problems. |
|  | 1 M 6 Lesson 23: Represent and solve comparison word problems. |
|  | 1 M 6 Lesson 24: Reason with nonstandard measurement units. |
|  | 1 M 6 Lesson 25: Solve nonroutine problems. |
| $\mathbf{1 . C A R . 7}$ | 1 M 3 Lesson 2: Make ten with three addends. |
| Solve real-world problems involving <br> addition of three whole numbers whose <br> sum is less than or equal to 20. | 1 M 3 Lesson 3: Represent and solve three-addend word problems. |
|  | 1 M 3 Lesson 11: Represent and compare related situation equations, part 1. |
|  | 1 M 3 Lesson 12: Represent and compare related situation equations, part 2. |
|  | 1 M 3 Lesson 26: Pose and solve varied word problems. |

## Computation \& Algebraic Reasoning <br> \section*{Algebraic Concepts}

## Students develop and apply understanding of foundational algebraic concepts.

## Arkansas Mathematics Standards

## 1.CAR. 8

Apply understanding of the equal sign to determine if equations involving addition and subtraction are true or false.

Aligned Components of Eureka Math ${ }^{2}$
1 M1 Lesson 18: Determine whether number sentences are true or false.
1 M1 Lesson 19: Reason about the meaning of the equal sign.
1 M1 Lesson 24: Use known facts to make easier problems.
1 M2 Lesson 20: Add or subtract to make groups equal.
1 M5 Lesson 18: Determine if number sentences involving addition and subtraction are true or false.
1 M5 Lesson 22: Decompose both addends and add like units.
1 M5 Lesson 23: Decompose an addend and add tens first.
1 M5 Lesson 24: Decompose an addend to make the next ten.
1 M5 Lesson 25: Compare equivalent expressions used to solve two-digit addition equations.

## Arkansas Mathematics Standards

## 1.CAR. 9

Determine the unknown whole number in an addition or subtraction equation relating three whole numbers.

## Aligned Components of Eureka Math²

1 M2 Lesson 10: Represent and find an unknown addend in equations.
1 M2 Lesson 12: Represent and find an unknown subtrahend in equations.
1 M2 Lesson 13: Represent and solve add to and take from with change unknown problems.
1 M2 Lesson 15: Relate counting on and counting back to find an unknown part.
1 M2 Lesson 19: Determine the value of the unknown in various positions.

## Geometry \& Measurement

## Shapes

## Students analyze attributes of shapes to develop generalizations about their properties.

## Arkansas Mathematics Standards

## Aligned Components of Eureka Math ${ }^{2}$

## 1.GM. 1

Understand the difference between defining attributes (e.g., triangles are closed and three-sided shapes) and non-defining attributes (e.g., color, orientation, overall size), using that understanding to build and draw shapes that exhibit defining attributes.

## 1.GM. 2

Create a composite shape using two-dimensional or three-dimensional shapes.

1 M6 Lesson 1: Name two-dimensional shapes based on the number of sides.
1 M6 Lesson 2: Sort and name two-dimensional shapes based on attributes.
1 M6 Lesson 3: Draw two-dimensional shapes and identify defining attributes.
1 M6 Lesson 4: Name solid shapes and describe their attributes.
1 M6 Lesson 5: Reason about the functionality of three-dimensional shapes based on their attributes.

1 M6 Lesson 6: Create composite shapes and identify shapes within two- and three-dimensional composite shapes.
1 M6 Lesson 7: Create new composite shapes by adding a shape.
1 M6 Lesson 8: Combine identical composite shapes.
1 M6 Lesson 9: Relate the size of a shape to how many are needed to compose a new shape.

## Geometry \& Measurement

Length \& Width
Students investigate measurement with non-standard units.

Arkansas Mathematics Standards

## 1.GM. 3

Express the length of an object as a whole number of units by laying multiple copies of a shorter object end-to-end, understanding that the length of one object is equal to the number of same-size units that span the object with no gaps or overlaps.

## Aligned Components of Eureka Math ${ }^{2}$

|  | 1 M4 Lesson 10: Compare to find how much longer. <br> 1 M4 Lesson 11: Compare to find how much shorter. <br> 1 M4 Lesson 14: Measure to find patterns. |
| :--- | :--- |
| $\mathbf{1 . G M . 4}$ |  |
| Order three objects by their length, <br> indirectly comparing the lengths <br> of two objects by using a third object. | 1 M4 Lesson 1: Compare and order objects by length. <br> 1 M4 Lesson 2: Reason to order and compare heights. <br> 1 M4 Lesson 3: Compare the lengths of two objects indirectly by using a third object. <br> 1 M4 Lesson 5: Measure and compare lengths. <br> 1 M4 Lesson 6: Measure and order lengths. |

## 1 | Arkansas Mathematics Standards Correlation to Eureka Math²

## Geometry \& Measurement

## Time \& Money

Students explore time and money values and concepts.

## Arkansas Mathematics Standards Aligned Components of Eureka Math²

1.GM. 5
Tell and write time to the nearest hour and half hour using analog clocks; understand how to read hours and minutes using digital clocks.

## 1.GM. 6

Identify coins by name and value including penny, nickel, dime, and quarter.

1 M5 Lesson 1: Tell time to the hour and half hour by using digital and analog clocks.
1 M6 Lesson 14: Tell time to the half hour with the term half past
1 M6 Lesson 15: Reason about the location of the hour hand to tell time.

Supplemental material is necessary to address this standard.
1.GM. 7

Count collections of like coins including pennies, nickels, and dimes to determine their total value up to 100 cents.

## Data Analysis

Charts, Graphs, \& Tables
Students organize and analyze data.

## Arkansas Mathematics Standards <br> Aligned Components of Eureka Math ${ }^{2}$

## 1.DA. 1

Organize, represent, and interpret data with up to three categories (e.g., tally tables, picture graphs, bar graphs).

1 M1 Lesson 2: Organize and represent data to compare two categories.
1 M1 Lesson 3: Sort to represent and compare data with three categories.
1 M1 Lesson 4: Find the total number of data points and compare categories in a picture graph.
1 M1 Lesson 5: Organize and represent categorical data.
1 M1 Lesson 6: Use tally marks to represent and compare data.
1 M2 Lesson 23: Compare categories in a graph to figure out how many more.
1 M1 Lesson 2: Organize and represent data to compare two categories.
1 M1 Lesson 3: Sort to represent and compare data with three categories.
1 M1 Lesson 4: Find the total number of data points and compare categories in a picture graph.
1 M1 Lesson 5: Organize and represent categorical data.
1 M1 Lesson 6: Use tally marks to represent and compare data.
1 M2 Lesson 23: Compare categories in a graph to figure out how many more.

