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## Prekindergarten | Hawai'i Early Learning and Development Standards Correlation to *Eureka Math*<sup>2</sup>®

When the original *Eureka Math*<sup>®</sup> curriculum was released, it quickly became the most widely used K–5 mathematics curriculum in the country. Now, the Great Minds<sup>®</sup> teacher–writers have created *Eureka Math*<sup>2</sup>®, 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*<sup>2</sup> carefully sequences mathematical content to maximize vertical alignment—a principle tested and proven to be essential in students' mastery of math—from prekindergarten 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*<sup>2</sup> employs streamlined materials that allow teachers to plan more efficiently and focus their energy on delivering high-quality 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 Math*<sup>2</sup> 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 Math*<sup>2</sup> 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*<sup>2</sup> add to students' engagement with the math. The curriculum provides teachers with digital slides for select lessons. 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. 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 <i>Eureka Math</i> <sup>2</sup>
<p><b>MP.1</b> Make sense of problems and persevere in solving them.</p>	<p>Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.</p>
<p><b>MP.2</b> Reason abstractly and quantitatively.</p>	<p>Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.</p>
<p><b>MP.3</b> Construct viable arguments and critique the reasoning of others.</p>	<p>Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.</p>
<p><b>MP.4</b> Model with mathematics.</p>	<p>Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.</p>
<p><b>MP.5</b> Use appropriate tools strategically.</p>	<p>Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.</p>
<p><b>MP.6</b> Attend to precision.</p>	<p>Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.</p>
<p><b>MP.7</b> Look for and make use of structure.</p>	<p>Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.</p>
<p><b>MP.8</b> Look for and express regularity in repeated reasoning.</p>	<p>Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.</p>

## Mathematics and Numeracy

### Number Sense

Hawai'i Early Learning and Development Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>GK.KE.MN.1.a</b> Verbally count to 20 by ones.</p>	<p><i>This standard is fully addressed by Fluency Anytime activities suggested for each module.</i></p>
<p><b>GK.KE.MN.1.b</b> Demonstrate ability to count in sequence.</p>	<p>PK M1 Lesson 3: Crayon Group                      PK M1 Lesson 5: Sorting Bags                      PK M1 Lesson 6: Matching Markers                      PK M1 Lesson 8: Let's Count!                      PK M1 Lesson 10: Written Numbers                      PK M1 Lesson 15: Let's Count!                      PK M1 Lesson 25: More Written Numbers                      PK M1 Lesson 26: Count on the Rekenrek                      PK M1 Lesson 27: 5-Groups                      PK M1 Lesson 30: Let's Count and Record!                      PK M2 Lesson 17: Let's Count and Record!                      PK M3 Topic C: Analyze the Count Sequence                      PK M4 Lesson 17: Let's Count and Compare!                      PK M5 Lesson 1: Bears on Stairs                      PK M5 Lesson 2: 1 Less                      PK M5 Lesson 3: 1 More, 1 Less                      PK M5 Lesson 4: 1 More, 1 Less the Math Way                      PK M5 Lesson 24: Let's Count and Record!                      PK M6 Topic A: Project: Create a Business                      PK M6 Topic C: Project: Care for Our Space</p>

**Hawai'i Early Learning and Development Standards**

**Aligned Components of *Eureka Math*<sup>2</sup>**

<p><b>GK.KE.MN.1.c</b></p> <p>Recognize and name written numerals to 10.</p>	<p>PK M1 Lesson 10: Written Numbers</p> <p>PK M1 Lesson 11: Match Game</p> <p>PK M1 Lesson 12: Count the Math Way</p> <p>PK M1 Lesson 13: Rosetta Stone</p> <p>PK M1 Lesson 14: Rice Scoops</p> <p>PK M1 Lesson 16: Number Recipe</p> <p>PK M1 Lesson 17: Bean Bag Toss</p> <p>PK M1 Lesson 21: How Many Ways?</p> <p>PK M1 Lesson 22: Animal Sort</p> <p>PK M1 Lesson 25: More Written Numbers</p> <p>PK M1 Lesson 29: Match Game</p> <p>PK M1 Lesson 31: Match or No Match?</p> <p>PK M1 Lesson 32: Make It Match</p> <p>PK M1 Lesson 34: Culminating Activity</p> <p>PK M6 Topic A: Project: Create a Business</p> <p>PK M6 Topic B: Project: Plan a Celebration</p>
<p><b>GK.KE.MN.1.d</b></p> <p>Count many kinds of concrete objects and actions up to 10 using one-to-one correspondence.</p>	<p>PK M1 Lesson 7: Animal Count</p> <p>PK M1 Lesson 8: Let's Count!</p> <p>PK M1 Lesson 15: Let's Count!</p> <p>PK M1 Topic D: Count Out a Set of Up to 5 Objects</p> <p>PK M1 Lesson 30: Let's Count and Record!</p> <p>PK M1 Topic G: Count Out a Set of Up to 10 Objects</p> <p>PK M2 Lesson 17: Let's Count and Record!</p>

**Hawai'i Early Learning and Development Standards**

**Aligned Components of *Eureka Math*<sup>2</sup>**

<p><b>GK.KE.MN.1.d</b> <i>continued</i></p>	<p>PK M3 Lesson 8: Make Your Own Rekenrek!</p> <p>PK M3 Lesson 9: Decompose 6 and 7</p> <p>PK M3 Lesson 10: Decompose 8 and 9</p> <p>PK M3 Lesson 11: Decompose 10</p> <p>PK M3 Lesson 13: Number Stairs</p> <p>PK M3 Lesson 17: Let's Count and Record!</p> <p>PK M4 Lesson 17: Let's Count and Compare!</p> <p>PK M5 Lesson 4: 1 More, 1 Less the Math Way</p> <p>PK M5 Lesson 16: Show and Hide Fingers</p> <p>PK M5 Lesson 24: Let's Count and Record!</p> <p>PK M6 Topic A: Project: Create a Business</p> <p>PK M6 Topic B: Project: Plan a Celebration</p> <p>PK M6 Topic C: Project: Care for Our Space</p>
<p><b>GK.KE.MN.1.e</b></p> <p>Count as many as 7 things in a scattered configuration with no errors.</p>	<p>PK M1 Lesson 7: Animal Count</p> <p>PK M1 Lesson 8: Let's Count!</p> <p>PK M1 Lesson 9: How Many?</p> <p>PK M1 Lesson 11: Match Game</p> <p>PK M1 Lesson 15: Let's Count!</p> <p>PK M1 Lesson 28: Counting with Puppet</p> <p>PK M1 Lesson 29: Match Game</p> <p>PK M1 Lesson 30: Let's Count and Record!</p> <p>PK M1 Lesson 34: Culminating Activity</p> <p>PK M2 Lesson 17: Let's Count and Record!</p> <p>PK M3 Lesson 17: Let's Count and Record!</p>

**Hawai'i Early Learning and Development Standards**

**Aligned Components of *Eureka Math*<sup>2</sup>**

<p><b>GK.KE.MN.1.e</b> <i>continued</i></p>	<p>PK M4 Lesson 17: Let's Count and Compare!</p> <p>PK M5 Lesson 24: Let's Count and Record!</p> <p>PK M6 Topic A: Project: Create a Business</p> <p>PK M6 Topic B: Project: Plan a Celebration</p> <p>PK M6 Topic C: Project: Care for Our Space</p>
<p><b>GK.KE.MN.1.f</b></p> <p>Recognize, create, and repeat simple patterns.</p>	<p>PK M3 Topic D: Use Structure to Analyze Patterns</p> <p>PK M5 Lesson 21: Create Patterns</p> <p>PK M5 Lesson 22: Music and Movement</p> <p>PK M5 Lesson 23: Patterns Everywhere</p> <p>PK M6 Topic B: Project: Plan a Celebration</p>

**Mathematics and Numeracy Operations**

**Hawai'i Early Learning and Development Standards**

**Aligned Components of *Eureka Math*<sup>2</sup>**

<p><b>GK.KE.MN.2.a</b></p> <p>Use a range of strategies (e.g., counting, subtracting, matching) to compare quantity in two sets of objects and describe the comparison with terms, such as more/less, greater than/fewer/equal to.</p>	<p>PK M4 Topic D: Compare Sets</p> <p>PK M4 Lesson 18: How Many Crayons?</p> <p>PK M4 Lesson 19: Compare Groups</p> <p>PK M4 Lesson 20: Explore Area</p> <p>PK M4 Lesson 21: How Many Scoops?</p> <p>PK M6 Topic A: Project: Create a Business</p> <p>PK M6 Topic B: Project: Plan a Celebration</p> <p>PK M6 Topic C: Project: Care for Our Space</p>
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**Hawai'i Early Learning and Development Standards**

**Aligned Components of *Eureka Math*<sup>2</sup>**

<p><b>GK.KE.MN.2.b</b></p> <p>Count as many as 7 things in a scattered configuration with no errors.</p>	<p>PK M1 Lesson 7: Animal Count</p> <p>PK M1 Lesson 8: Let's Count!</p> <p>PK M1 Lesson 9: How Many?</p> <p>PK M1 Lesson 11: Match Game</p> <p>PK M1 Lesson 15: Let's Count!</p> <p>PK M1 Lesson 28: Counting with Puppet</p> <p>PK M1 Lesson 29: Match Game</p> <p>PK M1 Lesson 30: Let's Count and Record!</p> <p>PK M1 Lesson 34: Culminating Activity</p> <p>PK M2 Lesson 17: Let's Count and Record!</p> <p>PK M3 Lesson 17: Let's Count and Record!</p> <p>PK M4 Lesson 17: Let's Count and Compare!</p> <p>PK M5 Lesson 24: Let's Count and Record!</p> <p>PK M6 Topic A: Project: Create a Business</p> <p>PK M6 Topic B: Project: Plan a Celebration</p> <p>PK M6 Topic C: Project: Care for Our Space</p>
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**Mathematics and Numeracy**  
**Measurement and Data**

Hawai'i Early Learning and Development Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>GK.KE.MN.3.a</b></p> <p>Recognize the attributes of length, area, weight, and capacity of everyday objects and use appropriate vocabulary (e.g., long, short, light, big, small, wide, narrow).</p>	<p>PK M4 Lesson 3: Explore Capacity</p> <p>PK M4 Lesson 4: How Much Juice?</p> <p>PK M4 Topic B: Compare Heights and Lengths</p> <p>PK M4 Topic C: Compare Weights</p> <p>PK M4 Lesson 21: How Many Scoops?</p> <p>PK M4 Lesson 22: Compare Attributes</p> <p>PK M6 Topic C: Project: Care for Our Space</p>
<p><b>GK.KE.MN.3.b</b></p> <p>Compare the attributes of length and weight for two objects including: larger/shorter/same length; heavier/lighter/same, holds more, less, same.</p>	<p>PK M4 Topic A: Describe Size</p> <p>PK M4 Topic B: Compare Heights and Lengths</p> <p>PK M4 Topic C: Compare Weights</p> <p>PK M4 Lesson 21: How Many Scoops?</p> <p>PK M4 Lesson 22: Compare Attributes</p> <p>PK M6 Topic C: Project: Care for Our Space</p>
<p><b>GK.KE.MN.3.c</b></p> <p>Sort, classify, and serialize objects using attributes, such as color, shape, or size.</p>	<p>PK M1 Topic A: Use Attributes to Match and Sort</p> <p>PK M1 Topic E: Sort to Decompose</p> <p>PK M1 Lesson 34: Culminating Activity</p> <p>PK M2 Lesson 6: Sort the Shapes</p> <p>PK M4 Lesson 8: Compare by Using Numbers</p> <p>PK M4 Lesson 9: Straw Line Up</p> <p>PK M4 Lesson 10: Heavy or Light</p> <p>PK M4 Lesson 15: Trains</p> <p>PK M6 Topic A: Project: Create a Business</p>



## Mathematics and Numeracy

### Geometry

Hawai'i Early Learning and Development Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>GK.KE.MN.4.a</b></p> <p>Use positional words to describe an object's location (e.g., up, down, above, under, inside, outside).</p>	<p>PK M2 Topic A: Spatial Relations</p> <p>PK M2 Lesson 8: Shape Games</p>
<p><b>GK.KE.MN.4.b</b></p> <p>Recognize and name common shapes, their parts and attributes.</p>	<p>PK M2 Topic B: Analyze and Name Two-Dimensional Shapes</p> <p>PK M2 Lesson 11: Build Shapes</p> <p>PK M2 Lesson 12: Build My Shape</p> <p>PK M2 Lesson 13: Shape Towers</p> <p>PK M2 Lesson 14: Puppet's Picture</p> <p>PK M2 Lesson 15: Roll, Slide, or Stack</p> <p>PK M2 Lesson 16: Pyramids!</p>
<p><b>GK.KE.MN.4.c</b></p> <p>Create and represent three-dimensional shapes (e.g., ball/sphere, square/box/cube, tube/cylinder using various manipulative materials).</p>	<p>PK M2 Lesson 13: Shape Towers</p> <p>PK M2 Lesson 15: Roll, Slide, or Stack</p> <p>PK M2 Lesson 16: Pyramids!</p> <p><i>Supplemental material is necessary to fully address this standard.</i></p>