



# Prekindergarten | Kentucky's Early Childhood Standards Correlation to Eureka Math<sup>2®</sup>

When the original *Eureka Math*® curriculum was released, it quickly became the most widely used K-5 mathematics curriculum in the country. Now, the Great Minds® 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 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*<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 Eureka Math<sup>2</sup>

MP.1  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.
MP.2 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  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 Model with mathematics.	Lessons in every module engage students in mathematical practices.  These are indicated in margin notes included with every lesson.
MP.5 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 Attend to precision.	Lessons in every module engage students in mathematical practices.  These are indicated in margin notes included with every lesson.
MP.7 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  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.

## Demonstrates mathematical concepts and skills during play and other activities.

1.1 Demonstrates understanding of counting and cardinality.

#### **Kentucky's Early Childhood Standards**

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

Kentucky's Early Childhood Standards	Aligned Components of Eureka Math <sup>2</sup>
1.1.1	PK M1 Lesson 3: Crayon Group
Rote counts in sequence to 5 and beyond.	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 M5 Lesson 1: Bears on Stairs
	PK M5 Lesson 2: 1 Less
	PK M5 Lesson 3: 1 More, 1 Less
	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
1.1.2	This standard is fully addressed as students engage in counting throughout each module.
Recognizes that a single object is always "one" regardless of size, shape, and/or other attributes.	

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

#### 1.1.3

Keeps one-to-one correspondence between counting words and objects (one number word for each object) for small groups of objects. PK M1 Lesson 7: Animal Count

PK M1 Lesson 8: Let's Count!

PK M1 Lesson 15: Let's Count!

PK M1 Lesson 18: Forest Path Game

PK M1 Lesson 30: Let's Count and Record!

PK M2 Lesson 17: Let's Count and Record!

PK M3 Lesson 17: Let's Count and Record!

PK M6 Topic A: Project: Create a Business

PK M6 Topic B: Project: Plan a Celebration

PK M6 Topic C: Project: Care for Our Space

#### 1.1.4

Accurately counts a set or sets of objects to 5 and beyond and answers the question "how many."

PK M1 Lesson 7: Animal Count

PK M1 Lesson 8: Let's Count!

PK M1 Lesson 9: How Many?

PK M1 Lesson 14: Rice Scoops

PK M1 Lesson 15: Let's Count!

PK M1 Topic D: Count Out a Set of Up to 5 Objects

PK M1 Lesson 24: Mystery Eggs

PK M1 Lesson 28: Counting with Puppet

PK M1 Lesson 29: Match Game

PK M1 Lesson 30: Let's Count and Record!

PK M1 Topic G: Count Out a Set of Up to 10 Objects

PK M2 Lesson 17: Let's Count and Record!

PK M3 Topic B: Use Structure to Explore Numbers 6-10

PK M3 Lesson 13: Number Stairs

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

1.1.4 continued	PK M3 Lesson 17: Let's Count and Record!
	PK M5 Lesson 4: 1 More, 1 Less the Math Way
	PK M5 Lesson 16: Show and Hide Fingers
	PK M6 Topic A: Project: Create a Business
	PK M6 Topic B: Project: Plan a Celebration
	PK M6 Topic C: Project: Care for Our Space
1.1.5	PK M1 Lesson 7: Animal Count
Effortlessly states the number of objects	PK M1 Lesson 11: Match Game
in a small collection of 1–4 items	PK M1 Lesson 29: Match Game
without counting.	PK M3 Lesson 7: Do You See 5?
1.1.6	PK M4 Topic D: Compare Sets
Compares two sets of 1–5 concrete objects	PK M4 Lesson 18: How Many Crayons?
and uses language such as more, less,	PK M4 Lesson 19: Compare Groups
or same as to describe the comparison.	PK M4 Lesson 20: Explore Area
	PK M4 Lesson 21: How Many Scoops?
	PK M6 Topic A: Project: Create a Business
	PK M6 Topic B: Project: Plan a Celebration
	PK M6 Topic C: Project: Care for Our Space
1.1.7	PK M1 Lesson 10: Written Numbers
Recognizes and identifies some numerals.	PK M1 Lesson 11: Match Game
	PK M1 Lesson 12: Count the Math Way
	PK M1 Lesson 13: Rosetta Stone
	PK M1 Lesson 14: Rice Scoops
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## Aligned Components of Eureka Math<sup>2</sup>

1.1.7 continued	PK M1 Lesson 16: Number Recipe
	PK M1 Lesson 17: Bean Bag Toss
	PK M1 Lesson 21: How Many Ways?
	PK M1 Lesson 22: Animal Sort
	PK M1 Lesson 25: More Written Numbers
	PK M1 Lesson 29: Match Game
	PK M1 Lesson 31: Match or No Match?
	PK M1 Lesson 32: Make It Match
	PK M1 Lesson 34: Culminating Activity
	PK M6 Topic A: Project: Create a Business
	PK M6 Topic B: Project: Plan a Celebration
1.1.8	PK M1 Lesson 10: Written Numbers
Scribbles, marks, or writes numerals on the	PK M1 Lesson 11: Match Game
paper to represent a number or quantity.	PK M1 Lesson 12: Count the Math Way
	PK M1 Lesson 13: Rosetta Stone
	PK M1 Lesson 14: Rice Scoops
	PK M1 Lesson 16: Number Recipe
	PK M1 Lesson 17: Bean Bag Toss
	PK M1 Lesson 21: How Many Ways?
	PK M1 Lesson 22: Animal Sort
	PK M1 Lesson 25: More Written Numbers
	PK M1 Lesson 29: Match Game
	PK M1 Lesson 31: Match or No Match?
	PK M1 Lesson 32: Make It Match
	PK M1 Lesson 25: More Written Numbers PK M1 Lesson 29: Match Game PK M1 Lesson 31: Match or No Match?

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

1.1.8 continued	PK M1 Lesson 34: Culminating Activity PK M6 Topic A: Project: Create a Business PK M6 Topic B: Project: Plan a Celebration
<b>1.1.9</b> Uses math language to express quantity in everyday experiences.	PK M6 Topic A: Project: Create a Business PK M6 Topic B: Project: Plan a Celebration PK M6 Topic C: Project: Care for Our Space

## Demonstrates mathematical concepts and skills during play and other activities.

1.2 Identifies and uses common shapes and concepts about position.

#### **Kentucky's Early Childhood Standards**

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

<b>1.2.1</b> Recognizes and names some basic shapes.	PK M2 Lesson 5: Circles PK M2 Lesson 7: Triangles, Rectangles, and Square Rectangles PK M2 Lesson 8: Shape Games PK M2 Lesson 14: Puppet's Picture
<b>1.2.2</b> Describes and compares the characteristics of basic shapes using descriptive and geometric language.	PK M2 Lesson 4: Shapes in Art PK M2 Lesson 5: Circles PK M2 Lesson 6: Sort the Shapes PK M2 Lesson 7: Triangles, Rectangles, and Square Rectangles PK M2 Lesson 11: Build Shapes PK M2 Lesson 12: Build My Shape PK M2 Lesson 13: Shape Towers PK M2 Lesson 15: Roll, Slide, or Stack

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

1.2.3	PK M2 Lesson 9: Shape Pictures
Combines and separates 2D and 3D shapes to make other shapes or designs.	PK M2 Lesson 10: Shape Puzzles
	PK M2 Lesson 13: Shape Towers
	PK M2 Lesson 14: Puppet's Picture
	PK M2 Lesson 16: Pyramids!
	PK M3 Lesson 1: How Many Parts?
	PK M3 Lesson 2: Bunny Puzzles
	PK M6 Topic B: Project: Plan a Celebration
1.2.4	PK M2 Lesson 10: Shape Puzzles
Completes simple puzzles.	PK M3 Lesson 1: How Many Parts?
	PK M3 Lesson 2: Bunny Puzzles
1.2.5	PK M2 Lesson 5: Circles
Identifies the shape of objects in the environment.	PK M2 Lesson 7: Triangles, Rectangles, and Square Rectangles
	PK M2 Lesson 8: Shape Games
	PK M2 Lesson 14: Puppet's Picture
1.2.6	PK M2 Lesson 9: Shape Pictures
Identifies parts of a whole.	PK M2 Lesson 10: Shape Puzzles
	PK M2 Lesson 13: Shape Towers
	PK M2 Lesson 14: Puppet's Picture
	PK M2 Lesson 16: Pyramids!
	PK M3 Lesson 1: How Many Parts?
	PK M3 Lesson 2: Bunny Puzzles
	PK M6 Topic B: Project: Plan a Celebration

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

<b>1.2.7</b> Demonstrates knowledge of the relative position of objects.	PK M2 Topic A: Spatial Relations PK M2 Lesson 8: Shape Games
<b>1.2.8</b> Uses words that indicate directionality, order and position of objects.	PK M2 Topic A: Spatial Relations PK M2 Lesson 8: Shape Games PK M5 Lesson 21: Create Patterns PK M6 Topic B: Project: Plan a Celebration

## Demonstrates mathematical concepts and skills during play and other activities.

1.3 Uses the attributes of objects for comparison and patterning.

### **Kentucky's Early Childhood Standards**

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

1.3.1	PK M1 Topic A: Use Attributes to Match and Sort
Describes objects by one or more attributes.	PK M1 Topic E: Sort to Decompose
	PK M1 Lesson 34: Culminating Activity
	PK M6 Topic A: Project: Create a Business
1.3.2	PK M1 Lesson 1: Make a Match
Matches objects.	PK M1 Lesson 2: Same and Different
	PK M1 Lesson 34: Culminating Activity
	PK M6 Topic A: Project: Create a Business

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

1.3.3	PK M1 Lesson 3: Crayon Group
Sorts and classifies objects by one or more attributes.	PK M1 Lesson 4: Crayon and Marker Sort
	PK M1 Lesson 5: Sorting Bags
	PK M1 Topic E: Sort to Decompose
	PK M1 Lesson 34: Culminating Activity
	PK M4 Lesson 19: Compare Groups
	PK M5 Lesson 14: Sorting Apples
	PK M6 Topic A: Project: Create a Business
1.3.4	PK M3 Topic D: Use Structure to Analyze Patterns
Recognizes, duplicates and extends simple repeating patterns.	PK M5 Lesson 21: Create Patterns
	PK M5 Lesson 22: Music and Movement
	PK M5 Lesson 23: Patterns Everywhere
	PK M6 Topic B: Project: Plan a Celebration
1.3.5	PK M3 Lesson 21: A Story in Strings
Creates original patterns that repeat.	PK M5 Lesson 21: Create Patterns
	PK M5 Lesson 22: Music and Movement
	PK M5 Lesson 23: Patterns Everywhere
	PK M6 Topic B: Project: Plan a Celebration
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# Demonstrates mathematical concepts and skills during play and other activities.

1.4 Describes and compares measurable attributes of objects.

### **Kentucky's Early Childhood Standards**

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

1.4.1	PK M4 Lesson 3: Explore Capacity
Compares and/or orders objects using attributes of length, weight and size.	PK M4 Lesson 4: How Much Juice?
	PK M4 Topic B: Compare Heights and Lengths
	PK M4 Topic C: Compare Weights
	PK M4 Lesson 21: How Many Scoops?
	PK M4 Lesson 22: Compare Attributes
	PK M6 Topic C: Project: Care for Our Space
1.4.2	PK M4 Lesson 12: Balance Scale
Uses tools to explore measurement.	PK M4 Lesson 21: How Many Scoops?
	PK M4 Lesson 22: Compare Attributes
	Supplemental material is necessary to address this standard.
1.4.3	PK M6 Topic C: Project: Care for Our Space
Explores, compares, and describes length, weight or capacity using nonstandard units.	Supplemental material is necessary to address this standard.
1.4.4	Supplemental material is necessary to address this standard.
Shows awareness of simple time concepts.	
1.4.5	Supplemental material is necessary to address this standard.
Demonstrates understanding of the	
sequence of events and relative length of time associated with some common	
activities.	