
Prekindergarten | Maine's Early Learning and Development Standards Correlation to *Eureka Math*²®

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*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 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*² 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*² 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*² 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 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.

Mathematical Practices	Aligned Components of <i>Eureka Math</i>²
<p>MELDS.M.MP.PS.1 Approaches math with enthusiasm.</p>	<p>Lessons in every module engage students in mathematical practices.</p>
<p>MELDS.M.MP.PS.2 Associates math with engaging classroom materials and activities.</p>	<p>Lessons in every module engage students in mathematical practices.</p>
<p>MELDS.M.MP.PS.3 Recognizes the usefulness of math in everyday tasks.</p>	<p>Lessons in every module engage students in mathematical practices.</p>
<p>MELDS.M.MP.PS.4 Uses math to solve problems in the context of classroom and home experiences.</p>	<p>Lessons in every module engage students in mathematical practices.</p>
<p>MELDS.M.MP.PS.5 Represents mathematical concepts using manipulatives.</p>	<p>Lessons in every module engage students in mathematical practices.</p>
<p>MELDS.M.MP.PS.6 Uses math-related skills, such as sorting, counting, and matching in the course of everyday classroom experiences.</p>	<p>Lessons in every module engage students in mathematical practices.</p>
<p>MELDS.M.MP.PS.7 Uses math terms in the course of everyday conversations.</p>	<p>Lessons in every module engage students in mathematical practices.</p>

Math

Counting and Cardinality Cluster

Maine’s Early Learning and Development Standards

Aligned Components of *Eureka Math*²

<p>MELDS.M.CCC.PS.1</p> <p>Rote counts to 20 and beyond by ones with increasing accuracy</p>	<p><i>This standard is addressed by Fluency Anytime activities suggested for each module.</i></p> <p><i>Supplemental material is necessary to fully address rote counting beyond 20.</i></p>
<p>MELDS.M.CCC.PS.2</p> <p>Recognizes and names written numerals 0–10</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>

Maine's Early Learning and Development Standards

Aligned Components of *Eureka Math*²

<p>MELDS.M.CCC.PS.3</p> <p>Subitizes to determine how many (recognizes small quantities immediately)</p>	<p>PK M1 Lesson 7: Animal Count</p> <p>PK M1 Lesson 11: Match Game</p> <p>PK M1 Lesson 29: Match Game</p> <p>PK M3 Lesson 7: Do You See 5?</p>
<p>MELDS.M.CCC.PS.4</p> <p>Recognizes the relationship between numbers and quantities: connect counting to cardinality (0–10)</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 15: Let's Count!</p> <p>PK M1 Lesson 24: Mystery Eggs</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 7: Do You See 5?</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 17: 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>

Maine’s Early Learning and Development Standards

Aligned Components of *Eureka Math*²

<p>MELDS.M.CCC.PS.5</p> <p>Shows understanding that the last number name spoken tells the number of objects counted up to 10 (cardinality)</p>	<p>PK M1 Lesson 8: Let’s Count!</p> <p>PK M1 Lesson 14: Rice Scoops</p> <p>PK M1 Lesson 15: Let’s Count!</p> <p>PK M1 Lesson 30: Let’s Count and Record!</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 M6 Topic A: Project: Create a Business</p> <p>PK M6 Topic C: Project: Care for Our Space</p>
<p>MELDS.M.CCC.PS.6</p> <p>Shows understanding that the number of objects is the same regardless of their arrangement or the order in which they were counted</p>	<p>PK M1 Lesson 8: Let’s Count!</p> <p>PK M1 Lesson 14: Rice Scoops</p> <p>PK M1 Lesson 15: Let’s Count!</p> <p>PK M1 Lesson 30: Let’s Count and Record!</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 M6 Topic A: Project: Create a Business</p> <p>PK M6 Topic C: Project: Care for Our Space</p>
<p>MELDS.M.CCC.PS.7</p> <p>Begins to write number symbols 0–10</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>

Maine’s Early Learning and Development Standards

Aligned Components of *Eureka Math*²

<p>MELDS.M.CCC.PS.7 <i>continued</i></p>	<p>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</p>
<p>MELDS.M.CCC.PS.8 Identifies whether the number of objects in one group is greater than, less than, or equal to the number of objects in another group up to 10</p>	<p>PK M4 Topic D: Compare Sets PK M4 Lesson 18: How Many Crayons? PK M4 Lesson 19: Compare Groups 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</p>

Math

Operations and Algebraic Thinking

Maine's Early Learning and Development Standards

Aligned Components of *Eureka Math*²

Maine's Early Learning and Development Standards	Aligned Components of <i>Eureka Math</i> ²
MELDS.M.OAT.PS.1 Associates quantity with a number name or written numeral	PK M1 Lesson 10: Written Numbers 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 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

Maine’s Early Learning and Development Standards

Aligned Components of *Eureka Math*²

<p>MELDS.M.OAT.PS.2</p> <p>Counts using 1:1 correspondence with increasing accuracy</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 Lesson 18: Forest Path Game</p> <p>PK M1 Lesson 30: Let’s Count and Record!</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>
<p>MELDS.M.OAT.PS.3</p> <p>Represents addition and subtraction with fingers, drawing, acting out situations and verbal explanation</p>	<p>PK M5 Lesson 2: 1 Less</p> <p>PK M5 Lesson 3: 1 More, 1 Less</p> <p>PK M5 Lesson 4: 1 More, 1 Less the Math Way</p> <p>PK M5 Lesson 5: Market Math</p> <p>PK M5 Topic B: Represent Addition Stories</p> <p>PK M5 Topic D: Represent Subtraction Stories</p> <p>PK M6 Topic C: Project: Care for Our Space</p>

Maine’s Early Learning and Development Standards

Aligned Components of *Eureka Math*²

<p>MELDS.M.OAT.PS.4</p> <p>Uses concrete objects to model real-world addition and subtraction up to 5 (composing and decomposing numbers)</p>	<p>PK M5 Lesson 5: Market Math</p> <p>PK M5 Lesson 6: Dinosaur Splash</p> <p>PK M5 Lesson 9: Mental Movies: Addition</p> <p>PK M5 Lesson 10: Train Stories: Addition</p> <p>PK M5 Lesson 11: Break Apart 5</p> <p>PK M5 Lesson 15: Under the Sea</p> <p>PK M5 Lesson 19: Mental Movies: Subtraction</p> <p>PK M5 Lesson 20: Train Stories: Subtraction</p> <p>PK M6 Topic C: Project: Care for Our Space</p>
<p>MELDS.M.OAT.PS.5</p> <p>Acts out and solves story problems using sets of up to ten objects</p>	<p>PK M5 Lesson 2: 1 Less</p> <p>PK M5 Lesson 5: Market Math</p> <p>PK M5 Lesson 6: Dinosaur Splash</p> <p>PK M5 Lesson 9: Mental Movies: Addition</p> <p>PK M5 Lesson 10: Train Stories: Addition</p> <p>PK M5 Lesson 15: Under the Sea</p> <p>PK M5 Lesson 18: Represent Puffins at Sea</p> <p>PK M5 Lesson 19: Mental Movies: Subtraction</p> <p>PK M5 Lesson 20: Train Stories: Subtraction</p> <p>PK M6 Topic C: Project: Care for Our Space</p>

Math

Geometry

Maine’s Early Learning and Development Standards	Aligned Components of <i>Eureka Math</i> ²
<p>MELDS.M.G.PS.1</p> <p>Describes, sorts and classifies shapes using some attributes such as size, sides, and other properties</p>	<p>PK M2 Topic B: Analyze and Name Two-Dimensional Shapes</p> <p>PK M2 Lesson 14: Puppet’s Picture</p>
<p>MELDS.M.G.PS.2</p> <p>Discovers connections between formal geometric shapes and the surrounding environment</p>	<p>PK M2 Lesson 4: Shapes in Art</p> <p>PK M2 Lesson 9: Shape Pictures</p> <p>PK M2 Lesson 16: Pyramids!</p> <p><i>This standard is addressed by Math Anytime activities suggested for module 2.</i></p>
<p>MELDS.M.G.PS.3</p> <p>Combines materials to make three-dimensional and two-dimensional shapes</p>	<p>PK M2 Topic C: Build and Compose Two-Dimensional Shapes</p> <p>PK M2 Lesson 16: Pyramids!</p> <p>PK M6 Topic B: Project: Plan a Celebration</p>
<p>MELDS.M.G.PS.4</p> <p>Breaks down shapes into parts and wholes</p>	<p>PK M2 Lesson 9: Shape Pictures</p> <p>PK M2 Lesson 10: Shape Puzzles</p> <p>PK M2 Lesson 13: Shape Towers</p> <p>PK M2 Lesson 14: Puppet’s Picture</p> <p>PK M2 Lesson 16: Pyramids!</p> <p>PK M3 Lesson 1: How Many Parts?</p> <p>PK M3 Lesson 2: Bunny Puzzles</p> <p>PK M6 Topic B: Project: Plan a Celebration</p>

Maine's Early Learning and Development Standards

Aligned Components of *Eureka Math*²

<p>MELDS.M.G.PS.5</p> <p>Initiates activities that indicate understanding of directionality</p>	<p>PK M2 Topic A: Spatial Relations</p> <p>PK M2 Lesson 8: Shape Games</p>
<p>MELDS.M.G.PS.6</p> <p>Uses orientation and directionality words such as slides, flips and turns as shapes are manipulated</p>	<p>PK M2 Lesson 10: Shape Puzzles</p> <p>PK M2 Lesson 16: Pyramids!</p> <p>PK M3 Lesson 1: How Many Parts?</p> <p>PK M3 Lesson 2: Bunny Puzzles</p> <p><i>Supplemental material is necessary to address directionality words.</i></p>
<p>MELDS.M.G.PS.7</p> <p>Uses symbols and/or objects to indicate beginning understanding of relative positions in space (i.e., creates simple maps; follows directions during nature walks)</p>	<p>PK M2 Topic A: Spatial Relations</p> <p>PK M2 Lesson 8: Shape Games</p>
<p>MELDS.M.G.PS.8</p> <p>Demonstrates or describes relative positions of objects, using words such as <i>up, down, beside, over</i></p>	<p>PK M2 Topic A: Spatial Relations</p> <p>PK M2 Lesson 8: Shape Games</p>

Math

Measurement and Data

Maine’s Early Learning and Development Standards	Aligned Components of <i>Eureka Math</i> ²
<p>MELDS.M.MD.PS.1</p> <p>Describes, sorts and classifies groups of objects using one or more attribute</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 M6 Topic A: Project: Create a Business</p>
<p>MELDS.M.MD.PS.2</p> <p>Identifies and compares measurable attributes of everyday objects, using appropriate vocabulary (e.g., <i>long, short, tall, heavy, light, big, small, full, empty</i>)</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>MELDS.M.MD.PS.3</p> <p>Begins to identify such words as “first,” “next,” and “last”</p>	<p>PK M2 Lesson 2: Use the Clues</p> <p>PK M5 Lesson 21: Create Patterns</p> <p>PK M6 Topic B: Project: Plan a Celebration</p>
<p>MELDS.M.MD.PS.4</p> <p>Uses discrete attributes to order and seriate materials</p>	<p>PK M4 Lesson 8: Compare by Using Numbers</p> <p>PK M4 Lesson 15: Trains</p> <p><i>Supplemental material is necessary to fully address this standard.</i></p>

Maine's Early Learning and Development Standards

Aligned Components of *Eureka Math*²

<p>MELDS.M.MD.PS.5</p> <p>Recognizes, duplicates, creates, and extends simple patterns using objects</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>
<p>MELDS.M.MD.PS.6</p> <p>Uses past and future tenses and time words appropriately</p>	<p><i>Supplemental material is necessary to address this standard.</i></p>
<p>MELDS.M.MD.PS.7</p> <p>Begins to understand concepts such as yesterday, today, and tomorrow</p>	<p><i>Supplemental material is necessary to address this standard.</i></p>
<p>MELDS.M.MD.PS.8</p> <p>Responds to questions that can be answered through data analysis</p>	<p>PK M4 Lesson 4: How Much Juice?</p> <p>PK M4 Lesson 13: Collect Data and Compare</p> <p>PK M4 Lesson 18: How Many Crayons?</p> <p>PK M4 Lesson 19: Compare Groups</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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Aligned Components of *Eureka Math*²

<p>MELDS.M.MD.PS.9</p> <p>Represents data using simple charts and graphs (2-D or 3-D)</p>	<p>PK M4 Lesson 18: How Many Crayons?</p> <p>PK M4 Lesson 19: Compare Groups</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>MELDS.M.MD.PS.10</p> <p>Uses non-standard units of measurement to measure objects; notices similarities and differences</p>	<p>PK M4 Lesson 21: How Many Scoops?</p> <p>PK M6 Topic C: Project: Care for Our Space</p> <p><i>Supplemental material is necessary to fully address this standard.</i></p>
<p>MELDS.M.MD.PS.11</p> <p>Connects measurement terms and concepts in everyday life</p>	<p>PK M6 Topic C: Project: Care for Our Space</p> <p><i>This standard is addressed by Math Anytime activities suggested for module 4.</i></p>