



Prekindergarten | Maryland College and Career Readiness 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 Math² 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*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.

Standards for Mathematical Practice

Aligned Components of Eureka Math²

| 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. |
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| 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. |

Counting and Cardinality

PK.CC.A Know number names and the count sequence.

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Aligned Components of Eureka Math²

PK.CC.A.1

Verbally count to 10 by ones and then develop rote counting to 20 by ones.

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 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

Aligned Components of Eureka Math²

PK.CC.A.2

Identify which number comes just after or just before a given number in the counting sequence to 10 with visual supports and manipulatives.

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 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

Aligned Components of Eureka Math²

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Identify written numerals 0-10.

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

Counting and Cardinality

PK.CC.B Count to tell the number of objects.

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Aligned Components of Eureka Math²

| PK.CC.B.4 | This standard is fully addressed by the lessons aligned to its subsections. |
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| Understand the relationship between numbers and quantities to 5, then to 10; connect counting to cardinality. | |
| PK.CC.B.4a | PK M1 Lesson 7: Animal Count |
| When counting objects 1–10, say the number names in standard order, pairing each object with one and only one number name. | 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 |
| PK.CC.B.4b | PK M1 Lesson 8: Let's Count! |
| Recognize that the last number name | PK M1 Lesson 14: Rice Scoops |
| said tells the number of objects counted. Recognize the count remains the same regardless of the order or arrangement of the objects. | PK M1 Lesson 15: Let's Count! |
| | 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 C: Project: Care for Our Space |

Aligned Components of Eureka Math²

PK.CC.B.4c

Begin to recognize that each successive number name refers to a quantity that is one larger. 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 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

PK.CC.B.4d

Recognize the number of objects in a set without counting (subitizing) using 1–5 objects. Use 1–3 objects of irregular or unfamiliar patterns and 4 or 5 objects with familiar patterns.

PK M1 Lesson 7: Animal Count

PK M1 Lesson 11: Match Game

PK M1 Lesson 29: Match Game

PK M3 Lesson 3: Decompose 3

PK M3 Lesson 4: Decompose 4

Aligned Components of Eureka Math²

| PK.CC.B.4d continued | PK M3 Lesson 5: Decompose 5 PK M3 Lesson 7: Do You See 5? |
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| PK.CC.B.5 | PK M1 Lesson 7: Animal Count |
| Represent a number (0-5, then to 10) | PK M1 Lesson 8: Let's Count! |
| by producing sets of objects with concrete | PK M1 Lesson 9: How Many? |
| materials, pictures, and or numerals. Correctly respond when asked "how | PK M1 Lesson 15: Let's Count! |
| many" after counting concrete objects. | 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 |
| | 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 |

Counting and Cardinality

PK.CC.C Compare quantities.

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Aligned Components of Eureka Math²

PK.CC.C.6

Compare groups of objects (up to 5 and then to 10.) Identify whether the number of objects in one group is greater than, less than, or equal to the number of objects in another group, e.g., by using matching and counting strategies (includes groups with up to 5 objects).

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

Operations and Algebraic Thinking

PK.OA.A Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from.

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Aligned Components of Eureka Math²

PK.OA.A.1

Represent simple addition and subtraction problems with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, or verbal explanations (up to 5).

PK M5 Topic A: Use the Count Sequence to Add and Subtract 1

PK M5 Topic B: Represent Addition Stories

PK M5 Topic D: Represent Subtraction Stories

PK M6 Topic C: Project: Care for Our Space

Aligned Components of Eureka Math²

| PK.OA.A.2 | PK M3 Lesson 3: Decompose 3 |
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| Decompose a quantity (less than or equal to 5, then to 10) into pairs in more than one way, e.g., by using objects or drawings. | PK M3 Lesson 4: Decompose 4 |
| | PK M3 Lesson 5: Decompose 5 |
| | PK M3 Lesson 6: 5-Piece Puzzles |
| | PK M3 Lesson 9: Decompose 6 and 7 |
| | PK M3 Lesson 10: Decompose 8 and 9 |
| | PK M3 Lesson 11: Decompose 10 |
| | PK M5 Topic C: Compose and Decompose Numbers in More than One Way |
| PK.OA.A.3 | Supplemental material is necessary to address this standard. |
| For any quantity $1-5$, use objects or drawings to find the quantity that must be added to make 5 . | |
| | |

Measurement and Data

PK.MD.A Describe and compare measurable attributes.

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Aligned Components of Eureka Math²

| PK.MD.A.1 | PK M4 Topic A: Describe Size |
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| Describe measurable attributes | PK M4 Topic B: Compare Heights and Lengths |
| of objects, such as length or weight. | 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 |

Aligned Components of Eureka Math²

PK.MD.A.2

Directly compare two objects with a measurable attribute in common, using words such as "bigger/smaller," "longer/shorter," "lighter/heavier," or "taller/shorter." Order up to 3 objects by a measurable attribute (e.g., biggest to smallest). PK M4 Lesson 3: Explore Capacity

PK M4 Lesson 4: How Much Juice?

PK M4 Topic B: Compare Heights and Lengths

PK M4 Topic C: Compare Weights

PK M4 Lesson 15: Trains

PK M4 Lesson 21: How Many Scoops?

PK M4 Lesson 22: Compare Attributes

PK M6 Topic C: Project: Care for Our Space

Measurement and Data

PK.MD.B. Sort objects into categories and compare quantities.

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Aligned Components of Eureka Math²

PK.MD.B.3

Sort objects into given categories and self-selected categories. Identify the attribute by which the objects were sorted.

PK M1 Topic A: Use Attributes to Match and Sort

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

Aligned Components of Eureka Math²

PK.MD.B.4

Compare categories using words such as greater than/more, less than, and equal to/same.

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

Geometry

PK.G.A Identify and describe two-dimensional shapes (circles, triangles, rectangles, including a square which is a special rectangle).

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Aligned Components of Eureka Math²

PK.G.A.1

Match like two-dimensional shapes and correctly name the shapes regardless of their orientations or overall size.

PK M2 Lesson 5: Circles

PK M2 Lesson 7: Triangles, Rectangles, and Square Rectangles

PK M2 Lesson 8: Shape Games

PK M2 Lesson 9: Shape Pictures

PK M2 Lesson 10: Shape Puzzles

PK M2 Lesson 11: Build Shapes

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| PK.G.A.2 | PK M2 Lesson 4: Shapes in Art |
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| Group the shapes by like attributes and distinguish between examples and non-examples of various two-dimensional shapes. | PK M2 Lesson 5: Circles PK M2 Lesson 6: Sort the Shapes |
| | PK M2 Lesson 7: Triangles, Rectangles, and Square Rectangles |
| | PK M2 Lesson 12: Build My Shape |

Geometry

PK.G.B Work with three-dimensional shapes to gain foundations for geometric thinking.

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Aligned Components of Eureka Math²

| PK.G.B.3 Match and sort three-dimensional shapes. | PK M2 Lesson 13: Shape Towers PK M2 Lesson 14: Puppet's Picture PK M2 Lesson 15: Roll, Slide, or Stack |
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| PK.G.B.4 | PK M2 Lesson 13: Shape Towers |
| Use real-world examples to describe three-dimensional objects using correct mathematical vocabulary (cube, sphere, and cylinder). | PK M2 Lesson 15: Roll, Slide, or Stack PK M2 Lesson 16: Pyramids! |
| PK.G.B.5 | PK M2 Lesson 3: Build a Map |
| Compose and describe structures using three-dimensional shapes. Descriptions may include shape attributes, relative position, etc. | PK M2 Lesson 13: Shape Towers PK M2 Lesson 14: Puppet's Picture PK M2 Lesson 16: Pyramids! |