



# Prekindergarten | Massachusetts Curriculum Framework for Mathematics 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.

### **Counting and Cardinality**

Know number names and the count sequence.

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

### PK.CC.1

Listen to and say the names of numbers in meaningful contexts.

PK M1 Lesson 3: Crayon Group

PK M1 Lesson 5: Sorting Bags

PK M1 Lesson 6: Matching Markers

PK M1 Lesson 7: Animal Count

PK M1 Lesson 8: Let's Count!

PK M1 Lesson 10: Written Numbers

PK M1 Lesson 15: Let's Count!

PK M1 Lesson 18: Forest Path Game

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 Project A: Create a Business

PK M6 Project B: Plan a Celebration

PK M6 Project C: Care for Our Space

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

#### PK.CC.2

Recognize and name 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 Project A: Create a Business

PK M6 Project B: Plan a Celebration

### **Counting and Cardinality**

Count to tell the number of objects.

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

#### PK.CC.3

Understand the relationships between numerals and quantities up to 10.

PK M1 Lesson 7: Animal Count

PK M1 Lesson 8: Let's Count!

PK M1 Lesson 9: How Many?

PK M1 Topic C: Match Written Numbers with Sets of Up to 5 Objects

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 24: Mystery Eggs

PK M1 Lesson 25: More Written Numbers

PK M1 Lesson 28: Counting with Puppet

PK M1 Lesson 29: Match Game

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

PK M1 Lesson 31: Match or No Match?

PK M1 Lesson 32: Make It Match

PK M1 Lesson 34: Culminating Activity

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

PK M3 Lesson 10: Decompose 8 and 9

PK M3 Lesson 11: Decompose 10

PK M3 Lesson 7: Do You See 5?

PK M3 Lesson 9: Decompose 6 and 7

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

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

PK.CC.3 continued	PK M6 Project A: Create a Business
	PK M6 Project B: Plan a Celebration
	PK M6 Project C: Care for Our Space

### **Counting and Cardinality**

Compare numbers.

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

#### PK.CC.4

Count many kinds of concrete objects and actions up to ten, using one-to-one correspondence, and accurately count as many as seven things in a scattered configuration. Recognize the "one more," "one less" patterns.

PK M1 Lesson 3: Crayon Group

PK M1 Lesson 5: Sorting Bags

PK M1 Topic B: Answer *How Many* Questions

PK M1 Topic C: Match Written Numbers with Sets of Up to 5 Objects

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

PK M1 Lesson 21: How Many Ways?

PK M1 Lesson 22: Animal Sort

PK M1 Lesson 24: Mystery Eggs

PK M1 Topic F: Match Written Numbers with Sets of Up to  $10\ \mathrm{Objects}$ 

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 Topic C: Analyze the Count Sequence

PK M5 Lesson 1: Bears on Stairs

PK M5 Lesson 2: 1 Less

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

PK.CC.4 continued	PK M5 Lesson 3: 1 More, 1 Less
	PK M5 Lesson 4: 1 More, 1 Less the Math Way
	PK M5 Lesson 16: Show and Hide Fingers
	PK M5 Lesson 24: Let's Count and Record!
	PK M6 Project A: Create a Business
	PK M6 Project B: Plan a Celebration
	PK M6 Project C: Care for Our Space
PK.CC.5	PK M4 Topic D: Compare Sets
Use comparative language, such as more/less than, equal to, to compare and describe collections of objects.	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 Project A: Create a Business
	PK M6 Project B: Plan a Celebration
	PK M6 Project C: Care for Our Space

### **Operations and Algebraic Thinking**

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 Math<sup>2</sup>

#### PK.OA.1

Use concrete objects to model real-world addition (putting together) and subtraction (taking away) problems up through five.

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 Lesson 3: Decompose 3

PK M3 Lesson 4: Decompose 4

PK M3 Lesson 5: Decompose 5

PK M3 Lesson 6: 5-Piece Puzzles

PK M3 Topic C: Analyze the Count Sequence

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

PK M5 Topic B: Represent Addition Stories

PK M5 Topic C: Compose and Decompose Numbers in More than One Way

PK M5 Topic D: Represent Subtraction Stories

PK M5 Lesson 24: Let's Count and Record!

PK M6 Project A: Create a Business

PK M6 Project C: Care for Our Space

### **Measurement and Data**

Describe and compare measurable attributes.

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

#### PK.MD.1

Recognize the attributes of length, area, weight, and capacity of everyday objects using appropriate vocabulary (e.g., long, short, tall, heavy, light, big, small, wide, narrow).

PK M4 Topic A: Describe Size

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 Project C: Care for Our Space

#### PK.MD.2

Compare the attributes of length and weight for two objects, including longer/shorter, same length; heavier/lighter, same weight; holds more/less, holds the same amount. PK M4 Lesson 2: Puppet's Bed

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 21: How Many Scoops?

PK M4 Lesson 22: Compare Attributes

PK M6 Project C: Care for Our Space

### **Measurement and Data**

Classify objects and count the number of objects in each category.

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

#### PK.MD.3

Sort, categorize, and classify objects by more than one attribute.

PK M1 Topic A: Use Attributes to Match and Sort

PK M1 Topic E: Sort to Decompose

PK M1 Lesson 34: Culminating Activity

PK M2 Lesson 6: Sort the Shapes

PK M6 Project A: Create a Business

### **Measurement and Data**

Work with money.

## Massachusetts Curriculum Framework for Mathematics

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

#### PK.MD.4

Recognize that certain objects are coins and that dollars and coins represent money.

PK M6 Project A: Create a Business

Supplemental material is necessary to fully address this standard.

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### Geometry

Identify and describe shapes (squares, circles, triangles, rectangles).

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

PK.G.1	PK M2 Topic A: Spatial Relations
Identify relative positions of objects in space, and use appropriate language (e.g., beside, inside, next to, close to, above, below, apart).	PK M2 Lesson 8: Shape Games PK M5 Lesson 21: Create Patterns PK M6 Project B: Plan a Celebration
PK.G.2 Identify various two-dimensional shapes using appropriate language.	PK M2 Topic B: Analyze and Name Two-Dimensional Shapes PK M2 Lesson 11: Build Shapes PK M2 Lesson 12: Build My Shape PK M2 Lesson 14: Puppet's Picture

### Geometry

Analyze, compare, create, and compose shapes.

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

#### **PK.G.3**

Create and represent three-dimensional shapes (ball/sphere, square box/cube, tube/cylinder) using various manipulative materials.

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 Topic C: Build and Compose Two-Dimensional Shapes

PK M2 Lesson 13: Shape Towers

PK M2 Lesson 14: Puppet's Picture

PK M2 Lesson 15: Roll, Slide, or Stack

PK M2 Lesson 16: Pyramids!

PK M3 Lesson 1: How Many Parts?

PK M3 Lesson 2: Bunny Puzzles

PK M6 Project B: Plan a Celebration