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## Prekindergarten | Mississippi Early Learning 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>

## Counting and Cardinality

Know number names and the count sequence.

Mississippi Early Learning Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>1</b></p> <p>With prompting and support, recite numbers 1 to 30 in the correct order.</p>	<p>PK M1 Lesson 3: Crayon Group</p> <p>PK M1 Lesson 5: Sorting Bags</p> <p>PK M1 Lesson 6: Matching Markers</p> <p>PK M1 Lesson 8: Let's Count!</p> <p>PK M1 Lesson 10: Written Numbers</p> <p>PK M1 Lesson 15: Let's Count!</p> <p>PK M1 Lesson 25: More Written Numbers</p> <p>PK M1 Lesson 26: Count on the Rekenrek</p> <p>PK M1 Lesson 27: 5-Groups</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 Topic C: Analyze the Count Sequence</p> <p>PK M5 Lesson 1: Bears on Stairs</p> <p>PK M5 Lesson 2: 1 Less</p> <p>PK M5 Lesson 3: 1 More, 1 Less</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 C: Project: Care for Our Space</p>

**Mississippi Early Learning Standards**

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

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With prompting and support, recognize, name, and attempt writing numerals 0–20.

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

*Supplemental material is necessary to address numerals greater than 10.*

## Counting and Cardinality

Count to tell the number of objects.

Mississippi Early Learning Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>3</b></p> <p>With guidance and support, attempt to compare quantities of numbers using concrete manipulatives to determine more than, less than, same and different.</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>
<p><b>4</b></p> <p>With guidance and support, understand the relationship between numerals and quantities.</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>

Mississippi Early Learning Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>4 continued</b></p>	<p>PK M6 Topic A: Project: Create a Business                      PK M6 Topic B: Project: Plan a Celebration</p>
<p><b>4.a</b></p> <p>Recognize that a numeral is a symbol that represents a number of objects, using developmentally appropriate pre-kindergarten materials.</p>	<p>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</p>
<p><b>4.b</b></p> <p>Match quantities and numerals 0–10.</p>	<p>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</p>

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<p><b>4.b continued</b></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>5</b></p> <p>Count many kinds of concrete objects and actions up to 10, using one-to-one correspondence; and, with guidance and support, count up to 10 things in a scattered design.</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 Topic D: Count Out a Set of Up to 5 Objects</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 Topic G: Count Out a Set of Up to 10 Objects</p> <p>PK M2 Lesson 17: Let’s Count and Record!</p> <p>PK M3 Topic B: Use Structure to Explore Numbers 6–10</p> <p>PK M3 Lesson 13: Number Stairs</p>

Mississippi Early Learning Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>5 continued</b></p>	<p>PK M3 Lesson 17: Let’s Count and Record!                      PK M4 Lesson 17: Let’s Count and Compare!                      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 Topic A: Project: Create a Business                      PK M6 Topic B: Project: Plan a Celebration                      PK M6 Topic C: Project: Care for Our Space</p>
<p><b>5.a</b></p> <p>Use the number name to represent the number of objects in a set, using developmentally appropriate pre-kindergarten materials.</p>	<p>PK M1 Lesson 8: Let’s Count!                      PK M1 Lesson 14: Rice Scoops                      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 M4 Lesson 17: Let’s Count and Compare!                      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>



## Counting and Cardinality

Compare numbers.

Mississippi Early Learning Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>6</b></p> <p>Use comparative language (e.g., more than, less than, equal to, same and different) to compare objects, using developmentally appropriate pre-kindergarten materials.</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>

## Operations and Algebraic Thinking

Understand addition as putting together and adding to and understand subtraction as taking apart and taking from.

Mississippi Early Learning Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>1</b></p> <p>With guidance and support, experiment with adding and subtracting by using developmentally appropriate pre-kindergarten materials.</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>

Mississippi Early Learning Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>2</b></p> <p>With guidance and support, model real-world addition and subtraction problems up to 5 using developmentally appropriate pre-kindergarten materials.</p>	<p>PK M5 Lesson 8: Math Tools</p> <p>PK M5 Lesson 9: Mental Movies: Addition</p> <p>PK M5 Lesson 10: Train Stories: Addition</p> <p>PK M5 Lesson 18: Represent Puffins at 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><b>3</b></p> <p>With guidance and support, decompose numbers less than or equal to 10 in more than one way using developmentally appropriate pre-kindergarten materials.</p>	<p>PK M3 Lesson 3: Decompose 3</p> <p>PK M3 Lesson 4: Decompose 4</p> <p>PK M3 Lesson 5: Decompose 5</p> <p>PK M3 Lesson 6: 5-Piece Puzzles</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 M5 Topic C: Compose and Decompose Numbers in More than One Way</p>
<p><b>4</b></p> <p>With guidance and support, demonstrate an understanding of patterns using developmentally appropriate pre-kindergarten materials (e.g., duplicate and extend simple patterns using concrete 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>

## Measurement and Data

Describe and compare measurable attributes.

Mississippi Early Learning Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>1</b></p> <p>With guidance and support, recognize measurable attributes of everyday objects such as length, weight and size, using appropriate vocabulary (e.g., small, big, short, tall, empty, full, heavy, light).</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>2</b></p> <p>With guidance and support, compare two objects using attributes of length, weight and size (e.g., bigger, longer, taller, heavier, same weight, same amount).</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>2.a</b></p> <p>Use nonstandard units of measurement.</p>	<p>PK M6 Topic C: Project: Care for Our Space</p> <p><i>Supplemental material is necessary to address this standard.</i></p>
<p><b>2.b</b></p> <p>Explore standard tools of measurement.</p>	<p>PK M4 Lesson 12: Balance Scale</p> <p>PK M4 Lesson 21: How Many Scoops?</p> <p>PK M4 Lesson 22: Compare Attributes</p> <p><i>Supplemental material is necessary to address this standard.</i></p>

## Measurement and Data

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

Mississippi Early Learning Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>3</b></p> <p>With guidance and support, sort, categorize, or classify objects (e.g., color, size, length, height, weight, area, temperature).</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 M6 Topic A: Project: Create a Business</p>

## Geometry

Explore, identify, and describe shapes (squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres).

Mississippi Early Learning Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>1</b></p> <p>With guidance and support, correctly name shapes.</p>	<p>PK M2 Lesson 5: Circles</p> <p>PK M2 Lesson 7: Triangles, Rectangles, and Square Rectangles</p> <p>PK M2 Lesson 8: Shape Games</p> <p>PK M2 Lesson 14: Puppet’s Picture</p>
<p><b>2</b></p> <p>With guidance and support correctly name shapes in the environment, regardless of their orientation or overall size, recognizing differences among shapes.</p>	<p>PK M2 Topic B: Analyze and Name Two-Dimensional Shapes</p> <p>PK M2 Lesson 14: Puppet’s Picture</p>

**Mississippi Early Learning Standards**

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

<p><b>3</b></p> <p>With guidance and support, explore the differences between two-dimensional and three-dimensional shapes.</p>	<p>PK M2 Lesson 4: Shapes in Art</p> <p>PK M2 Lesson 6: Sort the Shapes</p> <p>PK M2 Lesson 7: Triangles, Rectangles, and Square Rectangles</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>
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**Geometry**

Analyze, compare, create, and compose shapes.

**Mississippi Early Learning Standards**

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<p><b>4</b></p> <p>With guidance and support, create and represent shapes using developmentally appropriate pre-kindergarten materials (e.g., popsicle sticks, play dough, blocks, pipe cleaners, pattern blocks).</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 16: Pyramids!</p> <p>PK M3 Lesson 1: How Many Parts?</p>
<p><b>5</b></p> <p>With guidance and support, explore using shapes to create representation of common objects (e.g., use a square and a triangle to make a house).</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 2: Bunny Puzzles</p> <p>PK M6 Topic B: Project: Plan a Celebration</p>