

Grade 1 | Oregon Mathematics 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 kindergarten 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 each lesson. 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. Digital lessons and videos provide opportunities for students to wonder, explore, and make sense of mathematics, which contributes to the development of a strong, positive mathematical identity.

Algebraic Reasoning: Operations

1.OA.A Represent and solve problems involving addition and subtraction.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> ²
<p>1.OA.A.1</p> <p>Use addition and subtraction within 20 to solve and represent problems in authentic contexts involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions.</p>	<p>M2 L1: Represent <i>result unknown</i> problems and record as addition or subtraction number sentences.</p> <p>M2 L2: Subtract all or subtract 0.</p> <p>M2 L3: Subtract 1 or subtract 1 less than the total.</p> <p>M2 L4: Use fingers to subtract 4, 5, and 6 efficiently.</p> <p>M2 L5: Use the Read-Draw-Write process to solve <i>result unknown</i> problems.</p> <p>M2 L6: Represent and solve related addition and subtraction <i>result unknown</i> problems.</p> <p>M2 L7: Count on or count back to solve related addition and subtraction problems.</p> <p>M2 L8: Interpret and find an unknown change.</p> <p>M2 L9: Represent and solve <i>add to with change unknown</i> problems.</p> <p>M2 L10: Represent and find an unknown addend in equations.</p> <p>M2 L11: Represent and solve <i>take from with change unknown</i> problems.</p> <p>M2 L12: Represent and find an unknown subtrahend in equations.</p> <p>M2 L13: Represent and solve <i>add to</i> and <i>take from with change unknown</i> problems.</p> <p>M2 L14: Represent and solve <i>put together/take apart with addend unknown</i> problems.</p> <p>M2 L21: Represent and solve <i>compare with difference unknown</i> problems, part 1.</p> <p>M2 L22: Represent and solve <i>compare with difference unknown</i> problems, part 2.</p> <p>M3 L11: Represent and compare related situation equations, part 1.</p> <p>M3 L12: Represent and compare related situation equations, part 2.</p> <p>M3 L19: Solve <i>take from with change unknown</i> problems with totals in the teens.</p> <p>M3 L20: Use strategies to subtract from a teen number.</p> <p>M3 L21: Take from ten to subtract from a teen number, part 1.</p> <p>M3 L22: Take from ten to subtract from a teen number, part 2.</p>

Oregon Mathematics Standards

Aligned Components of *Eureka Math*²

<p>1.OA.A.1 <i>continued</i></p>	<p>M3 L23: Subtract by counting on.</p> <p>M3 L26: Pose and solve varied word problems.</p> <p>M4 L10: Compare to find how much longer.</p> <p>M4 L11: Compare to find how much shorter.</p> <p>M4 L12: Find the unknown longer length.</p> <p>M4 L13: Find the unknown shorter length.</p> <p>M6 L20: Represent and solve <i>put together</i> and <i>take apart</i> word problems.</p> <p>M6 L21: Represent and solve <i>add to</i> and <i>take from</i> word problems.</p> <p>M6 L22: Represent and solve <i>add to</i> and <i>take from with start unknown</i> word problems.</p> <p>M6 L23: Represent and solve comparison word problems.</p> <p>M6 L24: Reason with nonstandard measurement units.</p> <p>M6 L25: Solve nonroutine problems.</p> <p>M6 L29: Add tens to make 100.</p>
<p>1.OA.A.2</p> <p>Solve problems that call for addition of three whole numbers whose sum is less than or equal to 20 using objects, drawings or equations.</p>	<p>M3 L2: Make ten with three addends.</p> <p>M3 L3: Represent and solve three-addend word problems.</p> <p>M3 L11: Represent and compare related situation equations, part 1.</p> <p>M3 L12: Represent and compare related situation equations, part 2.</p> <p>M3 L26: Pose and solve varied word problems.</p>

Algebraic Reasoning: Operations

1.OA.B Understand and apply properties of operations and the relationship between addition and subtraction.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> ²
<p>1.OA.B.3</p> <p>Apply properties of operations as strategies to add and subtract.</p>	<p>M1 L9: Count on from both parts and record part-total relationships.</p> <p>M1 L15: Use the commutative property to count on from the larger addend.</p> <p>M1 L16: Use the commutative property to find larger totals.</p> <p>M1 L17: Add 0 and 1 to any number.</p> <p>M1 L18: Determine whether number sentences are true or false.</p> <p>M3 L1: Group to make ten when there are three parts.</p> <p>M3 L2: Make ten with three addends.</p> <p>M3 L3: Represent and solve three-addend word problems.</p> <p>M3 L4: Use properties of addition to make three-addend expressions easier.</p> <p>M3 L5: Make ten when an addend is 5.</p> <p>M3 L6: Make ten when the first addend is 9.</p> <p>M3 L7: Make ten when the first addend is 8 or 9.</p> <p>M3 L8: Make ten when the second addend is 8 or 9.</p> <p>M3 L9: Make ten with either addend.</p> <p>M3 L10: Make ten when there are three addends.</p> <p>M3 L11: Represent and compare related situation equations, part 1.</p> <p>M3 L12: Represent and compare related situation equations, part 2.</p> <p>M3 L26: Pose and solve varied word problems.</p>
<p>1.OA.B.4</p> <p>Understand subtraction as an unknown-addend problem.</p>	<p>M2 L14: Represent and solve <i>put together/take apart with addend unknown</i> problems.</p> <p>M2 L17: Use related addition facts to subtract from 10.</p> <p>M2 L18: Use related addition facts to subtract.</p> <p>M2 L19: Determine the value of an unknown in various positions.</p>

Oregon Mathematics Standards

Aligned Components of *Eureka Math*²

1.OA.C.5

Relate counting to addition and subtraction.

- M1 L6: Use tally marks to represent and compare data.
- M1 L7: Count all or count on to solve *put together with total unknown* situations.
- M1 L8: Count on from a known part and identify both parts in a total.
- M1 L9: Count on from both parts and record part-total relationships.
- M1 L10: Count on from 5 within a set.
- M1 L11: See any part in a set and count on.
- M1 L12: Count on from 10 to find an unknown total.
- M1 L13: Count on from an addend in *add to with result unknown* situations.
- M1 L14: Count on to find the total of an addition expression.
- M1 L17: Add 0 and 1 to any number.
- M1 L20: Find all two-part expressions equal to 6.
- M1 L21: Find all two-part expressions equal to 7 and 8.
- M1 L22: Find all two-part expressions equal to 9 and 10.
- M1 L23: Find the totals of doubles +1 facts.
- M1 L24: Use known facts to make easier problems.
- M2 L2: Subtract all or subtract 0.
- M2 L3: Subtract 1 or subtract 1 less than the total.
- M2 L4: Use fingers to subtract 4, 5, and 6 efficiently.
- M2 L5: Use the Read-Draw-Write process to solve *result unknown* problems.
- M2 L6: Represent and solve related addition and subtraction *result unknown* problems.
- M2 L7: Count on or count back to solve related addition and subtraction problems.
- M2 L12: Represent and find an unknown subtrahend in equations.
- M2 L16: Compare the efficiency of counting on and counting back to subtract.

Oregon Mathematics Standards

Aligned Components of *Eureka Math*²

1.OA.C.6

Add and subtract within 20, demonstrating fluency for addition and subtraction within 10 with accurate, efficient, and flexible strategies.

- M1 L9: Count on from both parts and record part–total relationships.
- M1 L10: Count on from 5 within a set.
- M1 L11: See any part in a set and count on.
- M1 L12: Count on from 10 to find an unknown total.
- M1 L14: Count on to find the total of an addition expression.
- M1 L15: Use the commutative property to count on from the larger addend.
- M1 L17: Add 0 and 1 to any number.
- M1 L20: Find all two-part expressions equal to 6.
- M1 L21: Find all two-part expressions equal to 7 and 9.
- M1 L22: Find all two-part expressions equal to 9 and 10.
- M1 L23: Find the totals of doubles +1 facts.
- M1 L24: Use known facts to make easier problems.
- M2 L2: Subtract all or subtract 0.
- M2 L3: Subtract 1 or subtract 1 less than the total.
- M2 L4: Use fingers to subtract 4, 5, and 6 efficiently.
- M2 L5: Use the Read–Draw–Write process to solve *result unknown* problems.
- M2 L6: Represent and solve related addition and subtraction *result unknown* problems.
- M2 L7: Count on or count back to solve related addition and subtraction problems.
- M2 L12: Represent and find an unknown subtrahend in equations.
- M2 L16: Compare the efficiency of counting on and counting back to subtract.
- M3 L1: Group to make ten when there are three parts.
- M3 L4: Use properties of addition to make three–addend expressions easier.
- M3 L5: Make ten when an addend is 5.

Oregon Mathematics Standards

Aligned Components of *Eureka Math*²

1.OA.C.6 *continued*

- M3 L6: Make ten when the first addend is 9.
- M3 L7: Make ten when the first addend is 8 or 9.
- M3 L8: Make ten when the second addend is 8 or 9.
- M3 L9: Make ten with either addend.
- M3 L10: Make ten when there are three addends.
- M3 L13: Count on to make ten within 20.
- M3 L14: Count on to make the next ten within 100.
- M3 L17: Add a two-digit number and a one-digit number.
- M3 L18: Subtract a one-digit number from a two-digit number.
- M3 L20: Use strategies to subtract from a teen number.
- M3 L21: Take from ten to subtract from a teen number, part 1.
- M3 L22: Take from ten to subtract from a teen number, part 2.
- M3 L23: Subtract by counting on.
- M3 L24: Decompose the subtrahend to count back.
- M3 L25: Choose a strategy to make an easier problem.

Algebraic Reasoning: Operations

1.OA.D Work with addition and subtraction equations.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> ²
<p>1.OA.D.7</p> <p>Use the meaning of the equal sign to determine whether equations involving addition and subtraction are true or false.</p>	<p>M1 L15: Use the commutative property to count on from the larger addend.</p> <p>M1 L18: Determine whether number sentences are true or false.</p> <p>M1 L19: Reason about the meaning of the equal sign.</p> <p>M1 L24: Use known facts to make an easier problem.</p> <p>M2 L19: Determine the value of an unknown in various positions.</p> <p>M2 L20: Add or subtract to make groups equal.</p> <p>M5 L18: Determine if number sentences involving addition and subtraction are true or false.</p> <p>M5 L22: Decompose both addends and add like units.</p> <p>M5 L23: Decompose an addend and add tens first.</p> <p>M5 L24: Decompose an addend to make the next ten.</p> <p>M5 L25: Compare equivalent expressions used to solve two-digit addition equations.</p>
<p>1.OA.D.8</p> <p>Determine the unknown whole number in an addition or subtraction equation relating three whole numbers.</p>	<p>M2 L10: Represent and find an unknown addend in equations.</p> <p>M2 L12: Represent and find an unknown subtrahend in equations.</p> <p>M2 L13: Represent and solve <i>add to</i> and <i>take from with change unknown</i> problems.</p> <p>M2 L15: Relate counting on and counting back to find an unknown part.</p> <p>M2 L19: Determine the value of the unknown in various positions.</p>

Numeric Reasoning: Base Ten Arithmetic

1.NBT.A Extend the counting sequence.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> ²
<p>1.NBT.A.1</p> <p>Count to 120, starting at any number less than 120. In this range, read and write numerals and represent a number of objects with a written numeral.</p>	<p>M3 L15: Count and record a collection of objects.</p> <p>M3 L16: Identify ten as a unit.</p> <p>M5 L2: Count a collection and record the total in units of tens and ones.</p> <p>M5 L3: Recognize the place value of digits in a two-digit number.</p> <p>M5 L4: Represent a number in multiple ways by trading 10 ones for a ten.</p> <p>M5 L5: Reason about equivalent representations of a number.</p> <p>M6 L16: Count and record totals for collections greater than 100.</p> <p>M6 L17: Read, write, and represent numbers greater than 100.</p> <p>M6 L18: Count up and down across 100.</p> <p>M6 L19: Write totals for collections larger than 100 shown in various groups of tens and ones.</p>

Numeric Reasoning: Base Ten Arithmetic

1.NBT.B Understand place value.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> ²
<p>1.NBT.B.2</p> <p>Understand 10 as a bundle of ten ones and that the two digits of a two-digit number represent amounts of tens and ones.</p>	<p>M1 L12: Count on from 10 to find an unknown total.</p> <p>M3 L15: Count and record a collection of objects.</p> <p>M3 L16: Identify ten as a unit.</p> <p>M3 L17: Add a two-digit number and a one-digit number.</p> <p>M3 L18: Subtract a one-digit number from a two-digit number.</p> <p>M3 L19: Solve <i>take from with change unknown</i> problems with totals in the teens.</p> <p>M4 L7: Use 10-centimeter sticks and centimeter cubes to measure.</p>

Oregon Mathematics Standards

Aligned Components of *Eureka Math*²

<p>1.NBT.B.2 <i>continued</i></p>	<p>M4 L8: Draw to represent a length measurement.</p> <p>M4 L9: Represent a total length as units of tens and ones.</p> <p>M4 L10: Compare to find how much longer.</p> <p>M4 L11: Compare to find how much shorter.</p> <p>M4 L12: Find the unknown longer length.</p> <p>M4 L13: Find the unknown shorter length.</p> <p>M5 L2: Count a collection and record the total in units of tens and ones.</p> <p>M5 L3: Recognize the place value of digits in a two-digit number.</p> <p>M5 L4: Represent a number in multiple ways by trading 10 ones for a ten.</p> <p>M5 L5: Reason about equivalent representations of a number.</p> <p>M5 L6: Add 10 or take 10 from a two-digit number.</p> <p>M5 L8: Use place value reasoning to write and compare 2 two-digit numbers.</p>
<p>1.NBT.B.3</p> <p>Compare two two-digit numbers based on meanings of the tens and ones digits, recording the results of comparisons with the symbols $>$, $=$, and $<$.</p>	<p>M1 L2: Organize and represent data to compare two categories.</p> <p>M1 L3: Sort to represent and compare data with three categories.</p> <p>M1 L4: Find the total number of data points and compare categories in a picture graph.</p> <p>M1 L6: Use tally marks to represent and compare data.</p> <p>M4 L5: Measure and compare lengths.</p> <p>M4 L6: Measure and order lengths.</p> <p>M5 L7: Use place value reasoning to compare two quantities.</p> <p>M5 L8: Use place value reasoning to write and compare 2 two-digit numbers.</p> <p>M5 L9: Compare two quantities and make them equal.</p>

Numeric Reasoning: Base Ten Arithmetic

1.NBT.C Use place value understanding and properties of operations to add and subtract.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> ²
<p>1.NBT.C.4</p> <p>Add within 100 using concrete or visual representations and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction. Relate the strategy to a written method and explain why sometimes it is necessary to compose a ten.</p>	<p>M5 L10: Add the ones first.</p> <p>M5 L11: Add the ones to make the next ten.</p> <p>M5 L12: Decompose an addend to make the next ten.</p> <p>M5 L13: Reason about related problems that make the next ten.</p> <p>M5 L14: Determine which equations make the next ten.</p> <p>M5 L15: Count on and back by tens to add and subtract.</p> <p>M5 L16: Use related single-digit facts to add and subtract multiples of ten.</p> <p>M5 L17: Use tens to find an unknown part.</p> <p>M5 L18: Determine if number sentences involving addition and subtraction are true or false.</p> <p>M5 L19: Add tens to a two-digit number.</p> <p>M5 L20: Add ones and multiples of ten to any number.</p> <p>M5 L21: Use varied strategies to add 2 two-digit addends.</p> <p>M5 L22: Decompose both addends and add like units.</p> <p>M5 L23: Decompose an addend and add tens first.</p> <p>M5 L24: Decompose an addend to make the next ten.</p> <p>M5 L25: Compare equivalent expressions used to solve two-digit addition equations.</p> <p>M6 L26: Make a total in more than one way.</p> <p>M6 L27: Add two-digit numbers in various ways, part 1.</p> <p>M6 L28: Add two-digit numbers in various ways, part 2.</p> <p>M6 L29: Add tens to make 100.</p> <p>M6 L30: Make the next ten and add tens to make 100.</p> <p>M6 L31: Add to make 100.</p>

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> ²
<p>1.NBT.C.5</p> <p>Without having to count, mentally find 10 more or 10 less than a given two-digit number and explain the reasoning used.</p>	<p>M5 L5: Reason about equivalent representations of a number.</p> <p>M5 L20: Add ones and multiples of ten to any number.</p>
<p>1.NBT.C.6</p> <p>Subtract multiples of 10 in the range 10–90 from multiples of 10 in the range 10–90 using concrete or visual representations and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction. Relate the strategy and model used to a written method and explain the reasoning used.</p>	<p>M5 L15: Count on and back by tens to add and subtract.</p> <p>M5 L16: Use related single-digit facts to add and subtract multiples of ten.</p> <p>M5 L17: Use tens to find an unknown part.</p> <p>M5 L18: Determine if number sentences involving addition and subtraction are true or false.</p>

Geometric Reasoning and Measurement

1.GM.A Reason with shapes and their attributes.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> ²
<p>1.GM.A.1</p> <p>Distinguish between defining attributes versus non-defining attributes for a wide variety of shapes. Build and draw shapes to possess defining attributes.</p>	<p>M6 L1: Name two-dimensional shapes based on the number of sides.</p> <p>M6 L2: Sort and name two-dimensional shapes based on attributes.</p> <p>M6 L3: Draw two-dimensional shapes and identify defining attributes.</p> <p>M6 L4: Name solid shapes and describe their attributes.</p> <p>M6 L5: Reason about the functionality of three-dimensional shapes based on their attributes.</p> <p>M6 L7: Create new composite shapes by adding a shape.</p>

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> ²
<p>1.GM.A.2</p> <p>Compose common two-dimensional shapes or three-dimensional shapes to create a composite shape, and create additional new shapes from composite shapes.</p>	<p>M6 L6: Create composite shapes and identify shapes within two- and three-dimensional composite shapes.</p> <p>M6 L7: Create new composite shapes by adding a shape.</p> <p>M6 L8: Combine identical composite shapes.</p> <p>M6 L9: Relate the size of a shape to how many are needed to compose a new shape.</p> <p>M6 L10: Reason about equal and not equal shares.</p>
<p>1.GM.A.3</p> <p>Partition circles and rectangles into two and four equal shares. Describe the equal shares and understand that partitioning into more equal shares creates smaller shares.</p>	<p>M6 L10: Reason about equal and not equal shares.</p> <p>M6 L11: Name equal shares as halves or fourths.</p> <p>M6 L12: Partition shapes into halves, fourths, and quarters.</p> <p>M6 L13: Relate the number of equal shares to the size of the shares.</p> <p>M6 L14: Tell time to the half hour with the term <i>half past</i>.</p> <p>M6 L15: Reason about the location of the hour hand to tell time.</p>

Geometric Reasoning and Measurement

1.GM.B Describe and compare measurable attributes.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> ²
<p>1.GM.B.4</p> <p>Order three objects by length; compare the lengths of two objects indirectly by using a third object.</p>	<p>M4 L1: Compare and order objects by length.</p> <p>M4 L2: Reason to order and compare heights.</p> <p>M4 L3: Compare the lengths of two objects indirectly by using a third object.</p> <p>M4 L5: Measure and compare lengths.</p> <p>M4 L6: Measure and order lengths.</p>

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> ²
<p>1.GM.B.5</p> <p>Express the length of an object as a whole number of non-standard length units, by laying multiple copies of a shorter object the length unit end to end.</p>	<p>M4 L4: Measure accurately with centimeter cubes.</p> <p>M4 L6: Measure and order lengths.</p> <p>M4 L7: Use 10-centimeter sticks and centimeter cubes to measure.</p> <p>M4 L8: Draw to represent a length measurement.</p> <p>M4 L9: Represent a total length as units of tens and ones.</p> <p>M4 L10: Compare to find how much longer.</p> <p>M4 L11: Compare to find how much shorter.</p> <p>M4 L12: Find the unknown longer length.</p> <p>M4 L13: Find the unknown shorter length.</p> <p>M4 L14: Measure to find patterns.</p>

Geometric Reasoning and Measurement

1.GM.C Tell and write time.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> ²
<p>1.GM.C.6</p> <p>Tell and write time in hours and half-hours using analog and digital clocks.</p>	<p>M5 L1: Tell time to the hour and half hour by using digital and analog clocks.</p> <p>M6 L14: Tell time to the half hour with the term <i>half past</i>.</p> <p>M6 L15: Reason about the location of the hour hand to tell time.</p>

Data Reasoning

1.DR.A Pose investigative questions and collect/consider data.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> ²
<p>1.DR.A.1</p> <p>Generate questions to investigate situations within the classroom. Collect or consider data that can naturally answer questions by representing data visually.</p>	<p>M1 L2: Organize and represent data to compare two categories.</p> <p>M1 L3: Sort to represent and compare data with three categories.</p> <p>M1 L4: Find the total number of data points and compare categories in a picture graph.</p> <p>M1 L5: Organize and represent categorical data.</p> <p>M1 L6: Use tally marks to represent and compare data.</p> <p>M1 L20: Find all two-part expressions equal to 6.</p> <p>M2 L23: Compare categories in a graph to figure out how many more.</p> <p>M3 L26: Pose and solve varied word problems.</p>

Data Reasoning

1.DR.B Analyze, represent, and interpret data.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> ²
<p>1.DR.B.2</p> <p>Analyze data sets with up to three categories by representing data visually, such as with graphs and charts, and interpret information presented to answer investigative questions.</p>	<p>M1 L2: Organize and represent data to compare two categories.</p> <p>M1 L3: Sort to represent and compare data with three categories.</p> <p>M1 L4: Find the total number of data points and compare categories in a picture graph.</p> <p>M1 L5: Organize and represent categorical data.</p> <p>M1 L6: Use tally marks to represent and compare data.</p> <p>M1 L20: Find all two-part expressions equal to 6.</p> <p>M2 L23: Compare categories in a graph to figure out how many more.</p> <p>M3 L26: Pose and solve varied word problems.</p>