

## Grade 2 | Oregon Mathematics 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 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*<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 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

### 2.OA.A Represent and solve problems involving addition and subtraction.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>2.OA.A.1</b></p> <p>Use addition and subtraction within 100 to solve one- and two-step problems in authentic contexts by using drawings and equations with a symbol for the unknown.</p>	<p>M1 L22: Use counting strategies to solve <i>add to with change unknown</i> word problems.</p> <p>M2 L1: Reason about addition with four addends.</p> <p>M2 L3: Use compensation to add within 100.</p> <p>M2 L7: Solve word problems by using simplifying strategies for addition.</p> <p>M2 L8: Use concrete models to compose a ten.</p> <p>M2 L9: Use place value drawings to compose a ten and relate to written recordings.</p> <p>M2 L10: Use concrete models to compose a hundred.</p> <p>M2 L11: Use math drawings to compose a hundred and relate to written recordings.</p> <p>M2 L13: Represent and solve <i>take from</i> word problems.</p> <p>M2 L14: Use addition and subtraction strategies to find an unknown part.</p> <p>M2 L16: Use compensation to subtract within 200.</p> <p>M2 L17: Take from a ten to subtract within 200.</p> <p>M2 L19: Solve word problems with simplifying strategies for subtraction.</p> <p>M2 L20: Reason about when to unbundle a ten to subtract.</p> <p>M2 L23: Use concrete models and drawings to decompose a hundred.</p> <p>M2 L24: Use place value drawings to decompose a hundred and relate them to written recordings.</p> <p>M2 L26: Solve <i>add to</i> and <i>take from with start unknown</i> word problems.</p> <p>M4 L3: Solve multi-step word problems and reason about equal expressions.</p> <p>M4 L4: Represent and solve <i>compare with bigger unknown</i> word problems.</p> <p>M4 L22: Solve <i>compare with smaller unknown</i> word problems.</p> <p>M4 L23: Solve two-step addition and subtraction word problems.</p> <p>M6 L1: Compose equal groups and write repeated addition equations.</p>

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>2.OA.A.1 <i>continued</i></b></p>	<p>M6 L4: Represent equal groups with a tape diagram.</p> <p>M6 L10: Use math drawings to compose a rectangle.</p> <p>M6 L17: Solve word problems that involve equal groups and arrays.</p>

**Algebraic Reasoning: Operations**

**2.OA.B Add and subtract within 20.**

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>2.OA.B.2</b></p> <p>Fluently add and subtract within 20 using accurate, efficient, and flexible strategies and algorithms based on place value and properties of operations.</p>	<p>M2 L5: Make a ten to add within 100.</p> <p>M2 L6: Make a ten to add within 200.</p> <p>M2 L8: Use concrete models to compose a ten.</p> <p>M2 L9: Use place value drawings to compose a ten and relate to written recordings.</p> <p>M2 L10: Use concrete models to compose a hundred.</p> <p>M2 L11: Use math drawings to compose a hundred and relate to written recordings.</p> <p>M2 L12: Use place value drawings to compose a ten and a hundred with two- and three-digit addends. Relate to written recordings.</p> <p>M2 L14: Use addition and subtraction strategies to find an unknown part.</p> <p>M2 L15: Use compensation to subtract within 100.</p> <p>M2 L20: Reason about when to unbundle a ten to subtract.</p> <p>M2 L21: Use concrete models to decompose a ten with two-digit totals.</p> <p>M2 L22: Use place value drawings to decompose a ten and relate them to written recordings.</p> <p>M2 L23: Use concrete models and drawings to decompose a hundred.</p> <p>M2 L24: Use place value drawings to decompose a hundred and relate them to written recordings.</p> <p>M2 L25: Use place value drawings to subtract with two decompositions.</p>

**Oregon Mathematics Standards**

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

**2.OA.B.2 *continued***

M2 L26: Solve *add to* and *take from with start unknown* word problems.

M2 L27: Solve two-step word problems within 100.

M4 L7: Use concrete models to add and relate them to written recordings.

M4 L8: Use place value drawings to represent addition and relate them to written recordings, part 1.

M4 L9: Use place value drawings to represent addition and relate them to written recordings, part 2.

M4 L10: Choose and defend efficient solution strategies for addition.

M4 L11: Choose and defend efficient strategies to add up to four two-digit numbers.

M4 L16: Use concrete models to subtract and relate them to written recordings.

M4 L17: Use place value drawings to represent subtraction with one decomposition and relate them to written recordings.

M4 L18: Use place value drawings to represent subtraction with up to two decompositions and relate them to written recordings.

M4 L19: Use place value drawings to represent subtraction from numbers with 0 in the tens and/or ones place and relate to a written recording.

M4 L20: Subtract by using multiple strategies and defend an efficient strategy.

## Algebraic Reasoning: Operations

### 2.OA.C Work with equal groups of objects to gain foundations for multiplication.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>2.OA.C.3</b></p> <p>Determine whether a group up to 20 objects has an odd or even number by pairing objects or counting them by 2s; record using drawings and equations including expressing an even number as a sum of two equal addends.</p>	<p>M6 L5: Compose arrays with rows and columns and use a repeated count to find the total.</p> <p>M6 L6: Decompose arrays into rows and columns and relate them to repeated addition.</p> <p>M6 L7: Distinguish between rows and columns and use math drawings to represent arrays.</p> <p>M6 L8: Use square tiles to create arrays with gaps.</p> <p>M6 L9: Determine the attributes of a square array.</p> <p>M6 L10: Use math drawings to compose a rectangle.</p> <p>M6 L11: Decompose an array to find the total efficiently.</p> <p>M6 L12: Reason about how equal arrays can be composed differently.</p> <p>M6 L13: Decompose an array and relate it to a number bond.</p> <p>M6 L14: Relate doubles to even numbers and write equations to express the sums.</p> <p>M6 L15: Pair objects and skip-count to determine whether a number is even or odd.</p> <p>M6 L16: Use rectangular arrays to investigate combinations of even and odd numbers.</p> <p>M6 L17: Solve word problems that involve equal groups and arrays.</p>
<p><b>2.OA.C.4</b></p> <p>Use addition to find the total number of objects arranged in rectangular arrays with up to 5 rows and up to 5 columns; write an equation to express the total as a sum of equal addends.</p>	<p>M6 L1: Compose equal groups and write repeated addition equations.</p> <p>M6 L2: Organize, count, and represent a collection of objects.</p> <p>M6 L3: Use math drawings to represent equal groups and relate them to repeated addition.</p> <p>M6 L4: Represent equal groups with a tape diagram.</p> <p>M6 L5: Compose arrays with rows and columns and use a repeated count to find the total.</p> <p>M6 L6: Decompose arrays into rows and columns and relate them to repeated addition.</p> <p>M6 L7: Distinguish between rows and columns and use math drawings to represent arrays.</p> <p>M6 L8: Use square tiles to create arrays with gaps.</p> <p>M6 L9: Determine the attributes of a square array.</p>

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>2.OA.C.4 <i>continued</i></b></p>	<p>M6 L10: Use math drawings to compose a rectangle.</p> <p>M6 L11: Decompose an array to find the total efficiently.</p> <p>M6 L12: Reason about how equal arrays can be composed differently.</p> <p>M6 L13: Decompose an array and relate it to a number bond.</p> <p>M6 L14: Relate doubles to even numbers and write equations to express the sums.</p> <p>M6 L17: Solve word problems that involve equal groups and arrays.</p>

**Numeric Reasoning: Base Ten Arithmetic**

**2.NBT.A Understand place value.**

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>2.NBT.A.1</b></p> <p>Understand 100 as a bundle of ten tens and that the three digits of a three-digit number represent amounts of hundreds, tens, and ones.</p>	<p>M1 L20: Count and bundle ones, tens, and hundreds to 1,000.</p> <p>M1 L23: Organize, count, and record a collection of objects.</p> <p>M1 L24: Count up to 1,000 by using place value units.</p> <p>M1 L25: Write three-digit numbers in unit form and show the value that each digit represents.</p> <p>M1 L27: Read, write, and relate base-ten numbers in all forms.</p> <p>M1 L28: Use place value understanding to count and exchange \$1, \$10, and \$100 bills.</p> <p>M1 L30: Determine how many \$10 bills are equal to \$1,000.</p> <p>M1 L31: Count the total value of ones, tens, and hundreds with place value disks.</p> <p>M1 L32: Exchange 10 ones for 1 ten, 10 tens for 1 hundred, and 10 hundreds for 1 thousand.</p> <p>M1 L33: Model numbers with more than 9 ones or 9 tens.</p> <p>M1 L34: Problem solve with situations with more than 9 ones or 9 tens.</p> <p>M1 L38: Compare numbers in different forms.</p> <p>M2 L2: Break apart and add like units.</p>

**Oregon Mathematics Standards**

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

<p><b>2.NBT.A.1 <i>continued</i></b></p>	<p>M2 L8: Use concrete models to compose a ten.</p> <p>M2 L9: Use place value drawings to compose a ten and relate to written recordings.</p> <p>M2 L10: Use concrete models to compose a hundred.</p> <p>M2 L11: Use math drawings to compose a hundred and relate to written recordings.</p> <p>M2 L12: Use place value drawings to compose a ten and a hundred with two- and three-digit addends. Relate to written recordings.</p> <p>M2 L21: Use concrete models to decompose a ten with two-digit totals.</p> <p>M2 L22: Use place value drawings to decompose a ten and relate them to written recordings.</p> <p>M2 L23: Use concrete models and drawings to decompose a hundred.</p> <p>M2 L24: Use place value drawings to decompose a hundred and relate them to written recordings.</p> <p>M2 L25: Use place value drawings to subtract with two decompositions.</p>
<p><b>2.NBT.A.2</b></p> <p>Count within 1,000; skip-count by 5’s, 10’s, and 100’s.</p>	<p>M1 L20: Count and bundle ones, tens, and hundreds to 1,000.</p> <p>M1 L21: Count efficiently within 1,000 by using ones, tens, and hundreds.</p> <p>M1 L22: Use counting strategies to solve <i>add to with change unknown</i> word problems.</p> <p>M1 L23: Organize, count, and represent a collection of objects.</p> <p>M1 L24: Count up to 1,000 by using place value units.</p> <p>M1 L28: Use place value understanding to count and exchange \$1, \$10, and \$100 bills.</p> <p>M1 L29: Count by \$1, \$10, and \$100.</p> <p>M1 L30: Determine how many \$10 bills are equal to \$1,000.</p> <p>M1 L32: Exchange 10 ones for 1 ten, 10 tens for 1 hundred, and 10 hundreds for 1 thousand.</p> <p>M1 L37: Organize, count, represent, and compare collections of objects.</p> <p>M3 L17: Relate the clock to a number line to count by fives.</p> <p>M3 L18: Tell time to the nearest 5 minutes.</p>

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>2.NBT.A.3</b></p> <p>Read and write numbers to 1,000 using base-ten numerals, number names, and expanded form.</p>	<p>M1 L20: Count and bundle ones, tens, and hundreds to 1,000.</p> <p>M1 L21: Count efficiently within 1,000 by using ones, tens, and hundreds.</p> <p>M1 L23: Organize, count, and represent a collection of objects.</p> <p>M1 L25: Write three-digit numbers in unit form and show the value that each digit represents.</p> <p>M1 L26: Write base-ten numbers in expanded form.</p> <p>M1 L27: Read, write, and relate base-ten numbers in all forms.</p> <p>M1 L31: Count the total value of ones, tens, and hundreds with place value disks.</p> <p>M1 L38: Compare numbers in different forms.</p>
<p><b>2.NBT.A.4</b></p> <p>Compare two three-digit numbers based on meanings of the hundreds, tens, and ones digits, using <math>&gt;</math>, <math>=</math>, and <math>&lt;</math> symbols to record the results of comparisons.</p>	<p>M1 L35: Compare three-digit numbers by using <math>&gt;</math>, <math>=</math>, and <math>&lt;</math>.</p> <p>M1 L36: Apply place value understanding to compare by using <math>&gt;</math>, <math>=</math>, and <math>&lt;</math>.</p> <p>M1 L37: Organize, count, represent, and compare a collection of objects.</p> <p>M1 L38: Compare numbers in different forms.</p>



## Numeric Reasoning: Base Ten Arithmetic

### 2.NBT.B Use place value understanding and properties of operations to add and subtract.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>2.NBT.B.5</b></p> <p>Fluently add and subtract within 100 using accurate, efficient, and flexible strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.</p>	<p>M2 L2: Break apart and add like units.</p> <p>M2 L3: Use compensation to add within 100.</p> <p>M2 L5: Make a ten to add within 100.</p> <p>M2 L7: Solve word problems by using simplifying strategies for addition.</p> <p>M2 L8: Use concrete models to compose a ten.</p> <p>M2 L9: Use place value drawings to compose a ten and relate to written recordings.</p> <p>M2 L13: Represent and solve <i>take from</i> word problems.</p> <p>M2 L14: Use addition and subtraction strategies to find an unknown part.</p> <p>M2 L15: Use compensation to subtract within 100.</p> <p>M2 L17: Take from a ten to subtract within 200.</p> <p>M2 L19: Solve word problems with simplifying strategies for subtraction.</p> <p>M2 L20: Reason about when to unbundle a ten to subtract.</p> <p>M2 L21: Use concrete models to decompose a ten with two-digit totals.</p> <p>M2 L22: Use place value drawings to decompose a ten and relate them to written recordings.</p> <p>M2 L26: Solve <i>add to</i> and <i>take from with start unknown</i> word problems.</p> <p>M2 L27: Solve two-step word problems within 100.</p> <p>M4 L3: Solve multi-step word problems and reason about equal expressions.</p> <p>M4 L4: Represent and solve <i>compare with bigger unknown</i> word problems.</p> <p>M4 L5: Use the associative property to make a benchmark number to add within 1,000.</p> <p>M4 L6: Use compensation to add within 1,000.</p> <p>M4 L7: Use concrete models to add and relate them to written recordings.</p> <p>M4 L8: Use place value drawings to represent addition and relate them to written recordings, part 1.</p>

**Oregon Mathematics Standards**

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

<p><b>2.NBT.B.5 <i>continued</i></b></p>	<p>M4 L9: Use place value drawings to represent addition and relate them to written recordings, part 2.</p> <p>M4 L10: Choose and defend efficient solution strategies for addition.</p> <p>M4 L11: Choose and defend efficient strategies to add up to four two-digit numbers.</p> <p>M4 L12: Take from a ten or a hundred to subtract.</p> <p>M4 L13: Use compensation to subtract within 1,000.</p> <p>M4 L14: Use compensation to keep a constant difference by adding the same amount to both numbers.</p> <p>M4 L15: Use compensation to keep a constant difference by subtracting the same amount from both numbers.</p> <p>M4 L20: Subtract by using multiple strategies and defend an efficient strategy.</p> <p>M4 L22: Solve <i>compare with smaller unknown</i> word problems.</p> <p>M4 L23: Solve two-step addition and subtraction word problems.</p>
<p><b>2.NBT.B.6</b></p> <p>Add up to four two-digit numbers using strategies based on place value and properties of operations and describe how two different strategies result in the same sum.</p>	<p>M2 L2: Break apart and add like units.</p> <p>M2 L3: Use compensation to add within 100.</p> <p>M2 L4: Use compensation to add within 200.</p> <p>M2 L5: Make a ten to add within 100.</p> <p>M2 L6: Make a ten to add with 200.</p> <p>M2 L7: Solve word problems by using simplifying strategies for addition.</p> <p>M2 L8: Use concrete models to compose a ten.</p> <p>M2 L9: Use place value drawings to compose a ten and relate to written recordings.</p> <p>M2 L10: Use concrete models to compose a hundred.</p> <p>M2 L11: Use math drawings to compose a hundred and relate to written recordings.</p> <p>M2 L12: Use place value drawings to compose a ten and a hundred with two- and three-digit addends. Relate to written recordings.</p>

## Oregon Mathematics Standards

Aligned Components of *Eureka Math*<sup>2</sup>**2.NBT.B.6** *continued*

M2 L13: Represent and solve *take from* word problems.

M2 L14: Use addition and subtraction strategies to find an unknown part.

M2 L15: Use compensation to subtract within 100.

M2 L16: Use compensation to subtract within 200.

M2 L17: Take from a ten to subtract within 200.

M2 L18: Take from a hundred to subtract within 200.

M2 L19: Solve word problems with simplifying strategies for subtraction.

M2 L20: Reason about when to unbundle a ten to subtract.

M2 L21: Use concrete models to decompose a ten with two-digit totals.

M2 L22: Use place value drawings to decompose a ten and relate them to written recordings.

M2 L23: Use concrete models and drawings to decompose a hundred.

M2 L24: Use place value drawings to decompose a hundred and relate them to written recordings.

M2 L25: Use place value drawings to subtract with two decompositions.

M2 L26: Solve *add to* and *take from with start unknown* word problems.

M4 L2: Mentally add and subtract multiples of 10 and 100 with unknowns in various positions.

M4 L5: Use the associative property to make a benchmark number to add within 1,000.

M4 L6: Use compensation to add within 1,000.

M4 L7: Use concrete models to add and relate them to written recordings.

M4 L8: Use place value drawings to represent addition and relate them to written recordings, part 1.

M4 L9: Use place value drawings to represent addition and relate them to written recordings, part 2.

M4 L10: Choose and defend efficient solution strategies for addition.

M4 L11: Choose and defend efficient strategies to add up to four two-digit numbers.

M4 L12: Take from a ten or a hundred to subtract.

M4 L13: Use compensation to subtract within 1,000.

**Oregon Mathematics Standards**

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

<p><b>2.NBT.B.6 <i>continued</i></b></p>	<p>M4 L14: Use compensation to keep a constant difference by adding the same amount to both numbers.</p> <p>M4 L15: Use compensation to keep a constant difference by subtracting the same amount from both numbers.</p> <p>M4 L16: Use concrete models to subtract and relate them to written recordings.</p> <p>M4 L17: Use place value drawings to represent subtraction with one decomposition and relate them to written recordings.</p> <p>M4 L18: Use place value drawings to represent subtraction with up to two decompositions and relate them to written recordings.</p> <p>M4 L19: Use place value drawings to represent subtraction from numbers with 0 in the tens and/or ones place and relate to a written recording.</p> <p>M4 L20: Subtract by using multiple strategies and defend an efficient strategy.</p> <p>M4 L21: Apply strategies to find sums and differences and relate addition to subtraction.</p> <p>M4 L24: Organize, count, and represent a collection of objects.</p>
<p><b>2.NBT.B.7</b></p> <p>Add and subtract within 1,000 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 or decompose tens or hundreds.</p>	<p>M2 L2: Break apart and add like units.</p> <p>M2 L3: Use compensation to add within 100.</p> <p>M2 L4: Use compensation to add within 200.</p> <p>M2 L5: Make a ten to add within 100.</p> <p>M2 L6: Make a ten to add within 200.</p> <p>M2 L7: Solve word problems by using simplifying strategies for addition.</p> <p>M2 L8: Use concrete models to compose a ten.</p> <p>M2 L9: Use place value drawings to compose a ten and relate to written recordings.</p> <p>M2 L10: Use concrete models to compose a hundred.</p> <p>M2 L11: Use math drawings to compose a hundred and relate to written recordings.</p>

## Oregon Mathematics Standards

Aligned Components of *Eureka Math*<sup>2</sup>**2.NBT.B.7 *continued***

- M2 L12: Use place value drawings to compose a ten and a hundred with two- and three-digit addends. Relate to written recordings.
- M2 L13: Represent and solve *take from* word problems.
- M2 L14: Use addition and subtraction strategies to find an unknown part.
- M2 L15: Use compensation to subtract within 100.
- M2 L16: Use compensation to subtract within 200.
- M2 L17: Take from a ten to subtract within 200.
- M2 L18: Take from a hundred to subtract within 200.
- M2 L19: Solve word problems with simplifying strategies for subtraction.
- M2 L20: Reason about when to unbundle a ten to subtract.
- M2 L21: Use concrete models to decompose a ten with two-digit totals.
- M2 L22: Use place value drawings to decompose a ten and relate them to written recordings.
- M2 L23: Use concrete models and drawings to decompose a hundred.
- M2 L24: Use place value drawings to decompose a hundred and relate them to written recordings.
- M2 L25: Use place value drawings to subtract with two decompositions.
- M2 L26: Solve *add to* and *take from with start unknown* word problems.
- M4 L2: Mentally add and subtract multiples of 10 and 100 with unknowns in various positions.
- M4 L5: Use the associative property to make a benchmark number to add within 1,000.
- M4 L6: Use compensation to add within 1,000.
- M4 L7: Use concrete models to add and relate them to written recordings.
- M4 L8: Use place value drawings to represent addition and relate them to written recordings, part 1.
- M4 L9: Use place value drawings to represent addition and relate them to written recordings, part 2.
- M4 L10: Choose and defend efficient solution strategies for addition.
- M4 L11: Choose and defend efficient strategies to add up to four two-digit numbers.

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

<p><b>2.NBT.B.7 <i>continued</i></b></p>	<p>M4 L12: Take from a ten or a hundred to subtract.</p> <p>M4 L13: Use compensation to subtract within 1,000.</p> <p>M4 L14: Use compensation to keep a constant difference by adding the same amount to both numbers.</p> <p>M4 L15: Use compensation to keep a constant difference by subtracting the same amount from both numbers.</p> <p>M4 L16: Use concrete models to subtract and relate them to written recordings.</p> <p>M4 L17: Use place value drawings to represent subtraction with one decomposition and relate them to written recordings.</p> <p>M4 L18: Use place value drawings to represent subtraction with up to two decompositions and relate them to written recordings.</p> <p>M4 L19: Use place value drawings to represent subtraction from numbers with 0 in the tens and/or ones place and relate to a written recording.</p> <p>M4 L20: Subtract by using multiple strategies and defend an efficient strategy.</p> <p>M4 L21: Apply strategies to find sums and differences and relate addition to subtraction.</p> <p>M4 L24: Organize, count, and represent a collection of objects.</p>
<p><b>2.NBT.B.8</b></p> <p>Without having to count, mentally find 10 more or 10 less and 100 more or 100 less than a given three-digit number.</p>	<p>M4 L1: Organize, count, and represent a collection of objects.</p> <p>M4 L2: Mentally add and subtract multiples of 10 and 100 with unknowns in various positions.</p> <p>M4 L3: Solve multi-step word problems and reason about equal expressions.</p> <p>M4 L4: Represent and solve <i>compare with bigger unknown</i> word problems.</p> <p>M4 L6: Use compensation to add within 1,000.</p> <p>M4 L13: Use compensation to subtract within 1,000.</p> <p>M4 L14: Use compensation to keep a constant difference by adding the same amount to both numbers.</p>

**Oregon Mathematics Standards**

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

<p><b>2.NBT.B.9</b></p> <p>Explain why strategies to add and subtract work using properties of operations and the relationship between addition and subtraction.</p>	<p>M4 L5: Use the associative property to make a benchmark number to add within 1,000.</p> <p>M4 L6: Use compensation to add within 1,000.</p> <p>M4 L8: Use place value drawings to represent addition and relate them to written recordings, part 1.</p> <p>M4 L9: Use place value drawings to represent addition and relate them to written recordings, part 2.</p> <p>M4 L10: Choose and defend efficient solution strategies for addition.</p> <p>M4 L11: Choose and defend efficient strategies to add up to four two-digit numbers.</p> <p>M4 L12: Take from a ten or a hundred to subtract.</p> <p>M4 L13: Use compensation to subtract within 1,000.</p> <p>M4 L14: Use compensation to keep a constant difference by adding the same amount to both numbers.</p> <p>M4 L15: Use compensation to keep a constant difference by subtracting the same amount from both numbers.</p> <p>M4 L16: Use concrete models to subtract and relate them to written recordings.</p> <p>M4 L17: Use place value drawings to represent subtraction with one decomposition and relate them to written recordings.</p> <p>M4 L18: Use place value drawings to represent subtraction with up to two decompositions and relate them to written recordings.</p> <p>M4 L19: Use place value drawings to represent subtraction from numbers with 0 in the tens and/or ones place and relate to a written recording.</p> <p>M4 L20: Subtract by using multiple strategies and defend an efficient strategy.</p> <p>M4 L21: Apply strategies to find sums and differences and relate addition to subtraction.</p>
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## Geometric Reasoning and Measurement

### 2.GM.A Reason with shapes and their attributes.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>2.GM.A.1</b></p> <p>Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces.</p>	<p>M3 L1: Determine the defining attributes of a polygon.</p> <p>M3 L2: Use attributes to identify, build, and describe two-dimensional shapes.</p> <p>M3 L3: Identify, build, and describe right angles and parallel lines.</p> <p>M3 L4: Use attributes to identify, classify, and compose different quadrilaterals.</p> <p>M3 L5: Relate the square to the cube and use attributes to describe a cube.</p> <p>M3 L6: Recognize that a whole polygon can be decomposed into smaller parts and the parts can be composed to make a whole.</p> <p>M3 L7: Combine shapes to create a composite shape and create a new shape from composite shapes.</p>
<p><b>2.GM.A.2</b></p> <p>Partition a rectangle into rows and columns of same-size squares and count to find the total number of them.</p>	<p>M6 L9: Determine the attributes of a square array.</p> <p>M6 L10: Use math drawings to compose a rectangle.</p> <p>M6 L11: Decompose an array to find the total efficiently.</p> <p>M6 L12: Reason about how equal arrays can be composed differently.</p> <p>M6 L13: Decompose an array and relate it to a number bond.</p> <p>M6 L15: Pair objects and skip-count to determine whether a number is even or odd.</p>
<p><b>2.GM.A.3</b></p> <p>Partition circles and rectangles into two, three, or four equal parts. Recognize that equal parts of identical wholes need not have the same shape.</p>	<p>M3 L6: Recognize that a whole polygon can be decomposed into smaller parts and the parts can be composed to make a whole.</p> <p>M3 L8: Create composite shapes by using equal parts and name them as halves, thirds, and fourths.</p> <p>M3 L9: Interpret equal shares in composite shapes as halves, thirds, and fourths.</p> <p>M3 L10: Partition circles and rectangles into equal parts and describe those parts as halves.</p> <p>M3 L11: Partition circles and rectangles into equal parts, and describe those parts as halves, thirds, or fourths.</p> <p>M3 L12: Describe a whole by the number of equal parts in halves, thirds, and fourths.</p> <p>M3 L13: Recognize that equal parts of an identical rectangle can be different shapes.</p>



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### 2.GM.B Measure and estimate lengths in standard units.

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<p><b>2.GM.B.4</b></p> <p>Measure the length of an object by selecting and using appropriate measurement tools.</p>	<p>M1 L5: Connect measurement to physical units by iterating a centimeter cube.</p> <p>M1 L6: Make a 10 cm ruler and measure objects.</p> <p>M1 L7: Measure lengths and relate 10 cm and 1 cm.</p> <p>M1 L8: Make a meter stick and measure with various tools.</p> <p>M1 L13: Estimate and measure height to model metric relationships.</p> <p>M5 L8: Iterate an inch tile to create a unit ruler and measure to the nearest inch.</p> <p>M5 L9: Use an inch ruler and a yardstick to estimate and measure the length of various objects.</p>
<p><b>2.GM.B.5</b></p> <p>Measure the length of an object using two different length units and describe how the measurements relate to the size of the unit chosen.</p>	<p>M5 L10: Measure an object twice by using different length units, and compare and relate measurement to unit size.</p>
<p><b>2.GM.B.6</b></p> <p>Estimate lengths using units of inches, feet, yards, centimeters, and meters.</p>	<p>M1 L11: Estimate and compare lengths.</p> <p>M1 L13: Estimate and measure height to model metric relationships.</p> <p>M5 L9: Use an inch ruler and a yardstick to estimate and measure the length of various objects.</p>
<p><b>2.GM.B.7</b></p> <p>Measure two objects and determine the difference in their lengths in terms of a standard length unit.</p>	<p>M1 L11: Estimate and compare lengths.</p> <p>M1 L12: Model and reason about the difference in length.</p> <p>M1 L14: Represent and compare students' heights.</p> <p>M5 L8: Iterate an inch tile to create a unit ruler and measure to the nearest inch.</p> <p>M5 L11: Measure to compare differences in lengths.</p>

## Geometric Reasoning and Measurement

### 2.GM.C Relate addition and subtraction to length.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>2.GM.C.8</b></p> <p>Use addition and subtraction within 100 to solve problems in authentic contexts involving lengths that are given in the same units.</p>	<p>M1 L17: Represent and solve comparison problems by using measurement contexts.</p> <p>M1 L18: Solve <i>compare with difference unknown</i> word problems by using measurement contexts.</p> <p>M1 L19: Solve <i>compare with difference unknown</i> word problems in various contexts.</p> <p>M5 L13: Solve word problems that involve measurements and reason about estimates.</p> <p>M5 L14: Solve addition and subtraction two-step word problems that involve length.</p>
<p><b>2.GM.C.9</b></p> <p>Represent whole number lengths on a number line diagram; use number lines to find sums and differences within 100.</p>	<p>M1 L16: Use a measuring tape as a number line to subtract efficiently.</p> <p>M1 L17: Represent and solve comparison problems by using measurement contexts.</p> <p>M1 L18: Solve <i>compare with difference unknown</i> word problems by using measurement contexts.</p> <p>M1 L19: Solve <i>compare with difference unknown</i> word problems in various contexts.</p> <p>M4 L14: Use compensation to keep a constant difference by adding the same amount to both numbers.</p> <p>M5 L12: Identify unknown numbers on a number line by using the interval as a reference point.</p>

## Geometric Reasoning and Measurement

### 2.GM.D Work with time and money.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>2.GM.D.10</b></p> <p>Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m.</p>	<p>M3 L14: Distinguish between a.m. and p.m.</p> <p>M3 L16: Use a clock to tell time to the half hour or quarter hour.</p> <p>M3 L17: Relate the clock to a number line to count by fives.</p> <p>M3 L18: Tell time to the nearest 5 minutes.</p>
<p><b>2.GM.D.11</b></p> <p>Solve problems in authentic contexts involving dollar bills, quarters, dimes, nickels, and pennies, using \$ (dollars) and ¢ (cents) symbols appropriately.</p>	<p>M5 L1: Organize, count, and represent a collection of coins.</p> <p>M5 L2: Use the fewest number of coins to make a given value.</p> <p>M5 L3: Solve one- and two-step word problems to find the total value of a group of coins.</p> <p>M5 L4: Solve one- and two-step word problems to find the total value of a group of bills.</p> <p>M5 L5: Use different strategies to make 1 dollar or to make change from 1 dollar.</p> <p>M5 L6: Solve word problems by using different ways to make change from 1 dollar.</p> <p>M5 L7: Solve word problems by using bills and coins.</p>

## Data Reasoning

### 2.DR.A Pose investigative questions and collect/consider data.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<b>2.DR.A.1</b> Generate questions to investigate situations within the classroom. Collect or consider data that can naturally answer questions by using measurements with whole-number units.	M5 L15: Use measurement data to create a line plot. M5 L16: Create a line plot to represent data and ask and answer questions.

## Data Reasoning

### 2.DR.B Analyze, represent, and interpret data.

Oregon Mathematics Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<b>2.DR.B.2</b> Analyze data with a single-unit scale and interpret information presented to answer investigative questions.	M1 L1: Draw and label a picture graph to represent data. M1 L2: Draw and label a bar graph to represent data. M1 L3: Use information presented in a bar graph to solve <i>put together</i> and <i>take apart</i> problems. M1 L4: Use information presented in a bar graph to solve <i>compare</i> problems. M4 L23: Solve two-step addition and subtraction word problems.