Grade K | Oregon Mathematics Standards Correlation to *Eureka Math²®*

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 Math²®*, 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 Math²* 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 Math² employs streamlined materials that allow teachers to plan more efficiently and focus their energy on delivering high-quality instruction that meets the individual needs of their students. Differentiation suggestions, slide decks, digital interactives, and multiple forms of assessment are just a few of the resources built right into the teacher materials.

Accessibility

Eureka Math² incorporates Universal Design for Learning principles so all learners can access the mathematics and take on challenging math concepts. Student supports are built into the instructional design and are clearly identified in the *Teach* book. Further, the curriculum carries a focus on readability. By eliminating unnecessary words and using simple, clear sentences, the *Eureka Math²* teacher–writers have created one of the most readable mathematics curricula on the market. The curriculum's readability and accessibility help all students see themselves as mathematical thinkers and doers who are fully capable of owning their mathematics learning.

Digital Engagement

The digital elements of *Eureka Math²* 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

K.OA.A Understand addition and subtraction.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.OA.A.1 Represent addition as putting together and adding to and subtraction as taking apart and taking from using objects, drawings, physical expressions, numbers, or equations.	M4 L3: Decompose a group to identify parts and total. M4 L4: Decompose a group and record parts and total by using a number bond. M4 L6: Decompose a number in more than one way and record. M4 L7: Find partners to 5. M4 L10: Sort and record the decomposition with a number bond. M4 L11: Model *put together with total unknown* story problems. M4 L12: Draw to represent *put together with total unknown* story problems. M4 L13: Choose a math tool to solve *put together with total unknown* story problems. M4 L15: Choose a math tool to solve *take apart with both addends unknown* situations. M4 L16: Compose and decompose numbers and shapes. M5 L1: Represent *add to with result unknown* story problems by using drawings and numbers. M5 L2: Relate number sentences and number bonds through story problems. M5 L3: Represent and solve *add to with result unknown* story problems. M5 L4: Represent decomposition situations by using number bonds and addition sentences. M5 L5: Represent *take apart with both addends unknown* situations with a number sentence. M5 L6: Tell addition story problems starting from number sentence models. M5 L7: Find the total in an addition sentence. M5 L8: Understand taking away as a type of subtraction. M5 L9: Represent *take from with result unknown* story problems by using drawings and numbers. M5 L10: Represent and solve *take from with result unknown* story problems. M5 L11: Represent decomposition situations by using number bonds and subtraction sentences. M5 L12: Relate parts to total in subtraction situations.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.OA.A.1 ***continued***	M5 L13: Tell subtraction story problems starting from number sentence models. M5 L14: Find the difference in a subtraction sentence. M5 L15: Identify the action in a problem to represent and solve it. M5 L16: Relate addition and subtraction through word problems. M5 L19: Represent and solve *take from with change unknown* problems. M5 L20: Find the number that makes 10 and record with a number sentence. M5 L21: Organize drawings to solve problems efficiently. M5 L24: Solve story problems by using repeated reasoning. M5 L26: Reason about numbers to add and subtract.
K.OA.A.2 Add and subtract within 10. Model authentic contexts and solve problems that use addition and subtraction within 10.	M4 L11: Model *put together with total unknown* story problems. M4 L12: Draw to represent *put together with total unknown* story problems. M4 L13: Choose a math tool to solve *put together with total unknown* story problems. M4 L14: Model *take apart with both addends unknown* situations. M4 L15: Choose a math tool to solve *take apart with both addends unknown* situations. M4 L16: Compose and decompose numbers and shapes. M5 L1: Represent *add to with result unknown* story problems by using drawings and numbers. M5 L2: Relate number sentences and number bonds through story problems. M5 L3: Represent and solve *add to with result unknown* story problems. M5 L5: Represent *take apart with both addends unknown* situations with a number sentence. M5 L6: Tell addition story problems starting from number sentence models. M5 L9: Represent *take from with result unknown* story problems by using drawings and numbers. M5 L10: Represent and solve *take from with result unknown* story problems. M5 L11: Represent decomposition situations by using number bonds and subtraction sentences. M5 L12: Relate parts to total in subtraction situations.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.OA.A.2 ***continued***	M5 L13: Tell subtraction story problems starting from number sentence models. M5 L15: Identify the action in a problem to represent and solve it. M5 L16: Relate addition and subtraction through word problems. M5 L17: Reason about different units to solve story problems. M5 L18: Count starting from a number other than 1 to find the total. M5 L19: Represent and solve *take from with change unknown* problems. M5 L20: Find the number that makes 10 and record with a number sentence. M5 L21: Organize drawings to solve problems efficiently. M5 L24: Solve story problems by using repeated reasoning. M5 L26: Reason about numbers to add and subtract. M6 L7: Decompose numbers 10–20 with 10 as a part. M6 L8: Represent teen number compositions and decompositions as addition sentences. M6 L9: Represent teen number decompositions as subtraction sentences. M6 L10: Make sense of word problems involving teen numbers. M6 L11: Represent teen number decompositions as 10 ones and some ones and find a hidden part. M6 L12: Investigate different ways to decompose teen numbers.
K.OA.A.3 Using objects or drawings, and equations, decompose numbers less than or equal to 10 into pairs in more than one way.	M4 L4: Decompose a group and record parts and total by using a number bond. M4 L5: Sort to decompose a number in more than one way. M4 L6: Decompose a number in more than one way and record. M4 L7: Find partners to 5. M4 L8: Find partners to 10. M4 L9: Compose shapes in more than one way. M4 L14: Model *take apart with both addends unknown* situations.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.OA.A.3 ***continued***	M4 L15: Choose a math tool to solve *take apart with both addends unknown* situations. M4 L16: Compose and decompose numbers and shapes. M4 L18: Use the structure of 5 and 10 to build a rekenrek. M5 L4: Represent decomposition situations by using number bonds and addition sentences. M5 L5: Represent *take apart with both addends unknown* situations with a number sentence. M5 L8: Understand taking away as a type of subtraction.
K.OA.A.4 By using objects, drawings, or equations, find the unknown number that makes 10 when added to a given number from 1–9.	M5 L19: Represent and solve *take from with change unknown* problems. M5 L20: Find the number that makes 10 and record with a number sentence. M5 L21: Organize drawings to solve problems efficiently. M5 L26: Reason about numbers to add and subtract.
K.OA.A.5 Fluently add and subtract within 5 with accurate, efficient, and flexible strategies.	M5 L7: Find the total in an addition sentence. M5 L14: Find the difference in a subtraction sentence.

Numeric Reasoning: Counting and Cardinality

K.NCC.A Know number names and the count sequence.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.NCC.A.1 Orally count to 100 by ones and by tens in sequential order.	M1 L4: Classify objects into three categories and count. M1 L6: Organize, count, and represent a collection of objects. M1 L11: Write numerals 1–3 to answer *how many* questions. M1 L12: Write numerals 4 and 5 to answer *how many* questions. M1 L19: Organize, count, and represent a collection of objects. M1 L25: Write numerals 6 and 7. M1 L26: Write numeral 8. M1 L27: Write numerals 9 and 10. M1 L28: Order numerals 1–10 and reason about an unknown number in the number sequence. M1 L33: Organize, count, and represent a collection of objects. M2 L16: Organize, count, and represent a collection of objects. M3 L22: Organize, count, and represent a collection of objects. M4 L17: Organize, count, and represent a collection of objects. M5 L27: Organize, count, and represent a collection of objects. M6 L2: Find 10 ones in a teen number. M6 L3: Write numerals 11–20. M6 L4: Order numerals 0–20. M6 L5: Reason about a number's position in the number sequence. M6 L13: Organize, count, and represent a collection of objects. M6 L14: Count by tens. M6 L15: Count by tens by using math tools. M6 L16: Use the structure of ten to count to 100.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.NCC.A.1 ***continued***	M6 L17: Use patterns in the number sequence to count by ones within 100. M6 L18: Count within and across decades when counting by ones, part 1. M6 L19: Count within and across decades when counting by ones, part 2. M6 L24: Organize, count, and represent a collection of objects.
K.NCC.A.2 Count forward beginning from a given number within 100 of a known sequence.	M2 L16: Organize, count, and represent a collection of objects. M3 L22: Organize, count, and represent a collection of objects. M4 L17: Organize, count, and represent a collection of objects. M5 L18: Count starting from a number other than 1 to find the total. M5 L22: Identify and extend linear patterns. M5 L23: Use a pattern to make a prediction. M5 L27: Organize, count, and represent a collection of objects. M6 L1: Describe teen numbers as 10 ones and ___ ones. M6 L2: Find 10 ones in a teen number. M6 L5: Reason about a number's position in the number sequence. M6 L13: Organize, count, and represent a collection of objects. M6 L16: Use the structure of ten to count to 100. M6 L17: Use patterns in the number sequence to count by ones within 100. M6 L18: Count within and across decades when counting by ones, part 1. M6 L19: Count within and across decades when counting by ones, part 2. M6 L21: Count and compare sets with more than 10 objects. M6 L24: Organize, count, and represent a collection of objects.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.NCC.A.3 Identify number names, write numbers, and the count sequence from 0–20. Represent a number of objects with a written number 0–20.	M1 L5: Classify objects into three categories, count, and match to a numeral. M1 L7: Practice counting accurately. M1 L9: Conserve number regardless of the arrangement of objects. M1 L11: Write numerals 1–3 to answer *how many* questions. M1 L12: Write numerals 4 and 5 to answer *how many* questions. M1 L13: Count out enough objects and write the numeral. M1 L14: Understand the meaning of zero and write the numeral. M1 L15: Sort the same group of objects in more than one way and count. M1 L16: Decompose a set shown in a picture. M1 L20: Count objects in 5-group and array configurations and match to a numeral. M1 L21: Count sets in circular configurations and match to a numeral. M1 L22: Count sets in scattered configurations and match to a numeral. M1 L23: Conserve number regardless of the order in which objects are counted. M1 L25: Write numerals 6 and 7. M1 L26: Write numeral 8. M1 L27: Write numerals 9 and 10. M1 L30: Build number stairs to show the pattern of 1 more in the forward count sequence. M1 L32: Build number stairs to show the pattern of 1 less in the backward count sequence. M2 L16: Organize, count, and represent a collection of objects. M3 L22: Organize, count, and represent a collection of objects. M4 L17: Organize, count, and represent a collection of objects. M5 L27: Organize, count, and represent a collection of objects. M6 L3: Write numerals 11–20. M6 L4: Order numerals 0–20.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.NCC.A.3 ***continued***	M6 L5: Reason about a number's position in the number sequence. M6 L6: Count out a group of objects to match a numeral. M6 L7: Decompose numbers 10–20 with 10 as a part. M6 L13: Organize, count, and represent a collection of objects. M6 L17: Use patterns in the number sequence to count by ones within 100. M6 L24: Organize, count, and represent a collection of objects.

Numeric Reasoning: Counting and Cardinality

K.NCC.B Count to tell the number of objects.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.NCC.B.4 Understand the relationship between numbers and quantities; connect counting to cardinality.	M1 L6: Organize, count, and represent a collection of objects. M1 L7: Practice counting accurately. M1 L9: Conserve number regardless of the arrangement of objects. M1 L13: Count out enough objects and write the numeral. M1 L19: Organize, count, and represent a collection of objects. M1 L20: Count objects in 5-group and array configurations and match to a numeral. M1 L29: Model the pattern of 1 more in the forward count sequence. M1 L30: Build number stairs to show the pattern of 1 more in the forward count sequence. M1 L31: Model the pattern of 1 less in the backward count sequence. M1 L32: Build number stairs to show the pattern of 1 less in the backward count sequence. M1 L33: Organize, count, and represent a collection of objects. M2 L16: Organize, count, and represent a collection of objects. M3 L22: Organize, count, and represent a collection of objects.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.NCC.B.4 ***continued***	M4 L17: Organize, count, and represent a collection of objects. M5 L27: Organize, count, and represent a collection of objects. M6 L4: Order numerals 0–20. M6 L13: Organize, count, and represent a collection of objects. M6 L24: Organize, count, and represent a collection of objects.
K.NCC.B.5 Count to answer "how many?" questions using up to 20 objects arranged in a variety of configurations or as 10 objects in a scattered configuration. Given a number from 1–20, count out that many objects.	M1 L3: Classify objects into two categories and count. M1 L6: Organize, count, and represent a collection of objects. M1 L7: Practice counting accurately. M1 L8: Count sets in linear, array, and scattered configurations. M1 L10: Count out a group of objects to match a numeral. M1 L13: Count out enough objects and write the numeral. M1 L14: Understand the meaning of zero and write the numeral. M1 L17: Model story problems. M1 L18: Model story problems and identify the numeral referents. M1 L19: Organize, count, and represent a collection of objects. M1 L20: Count objects in 5-group and array configurations and match to a numeral. M1 L21: Count sets in circular configurations and match to a numeral. M1 L22: Count sets in scattered configurations and match to a numeral. M1 L23: Conserve number regardless of the order in which objects are counted. M1 L24: Count out a group of objects to match a numeral. M1 L26: Write numeral 8. M1 L30: Build number stairs to show the pattern of 1 more in the forward count sequence. M1 L32: Build number stairs to show the pattern of 1 less in the backward count sequence.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.NCC.B.5 ***continued***	M1 L33: Organize, count, and represent a collection of objects. M2 L16: Organize, count, and represent a collection of objects. M3 L22: Organize, count, and represent a collection of objects. M4 L17: Organize, count, and represent a collection of objects. M5 L27: Organize, count, and represent a collection of objects. M6 L1: Describe teen numbers as 10 ones and ___ ones. M6 L2: Find 10 ones in a teen number. M6 L3: Write numerals 11–20. M6 L4: Order numerals 0–20. M6 L7: Decompose numbers 10–20 with 10 as a part. M6 L12: Investigate different ways to decompose teen numbers. M6 L13: Organize, count, and represent a collection of objects. M6 L14: Count by tens. M6 L15: Count by tens by using math tools. M6 L16: Use the structure of ten to count to 100. M6 L17: Use patterns in the number sequence to count by ones within 100. M6 L24: Organize, count, and represent a collection of objects.

Numeric Reasoning: Counting and Cardinality

K.NCC.C Compare numbers.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.NCC.C.6 Identify whether the number of objects in one group is greater than, less than, or equal to the number of objects in another group.	M3 L12: Relate *more* and *fewer* to length. M3 L13: Compare sets by using *more than*, *fewer than*, and *the same number as*. M3 L14: Use number to compare sets with like units. M3 L15: Classify flat shapes into groups and compare the number of shapes in each group. M3 L16: Count and compare sets with unlike units. M3 L17: Count and compare sets in pictures. M3 L21: Describe and compare several measurable attributes of objects and sets. M6 L20: Compare totals in story situations. M6 L21: Count and compare sets with more than 10 objects. M6 L22: Compare area by comparing number. M6 L23: Compare lengths of objects by using 10-sticks and individual cubes.
K.NCC.C.7 Compare two numbers between 1 and 10 presented as written numerals.	M3 L16: Count and compare sets with unlike units. M3 L18: Compare the capacity of containers by using numerals. M3 L19: Compare numbers by using *greater than*, *less than*, and *equal to*. M3 L20: Compare two numbers in story situations. M3 L21: Describe and compare several measurable attributes of objects and sets.

Numeric Reasoning: Base Ten Arithmetic

K.NBT.A Work with numbers 11–19 to gain foundations for place value.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.NBT.A.1 Compose and decompose from 11 to 19 into groups of ten ones and some further ones using objects, drawings, or equations.	M6 L1: Describe teen numbers as 10 ones and ____ ones. M6 L2: Find 10 ones in a teen number. M6 L3: Write numerals 11–20. M6 L4: Order numerals 0–20. M6 L6: Count out a group of objects to match a numeral. M6 L7: Decompose numbers 10–20 with 10 as a part. M6 L8: Represent teen number compositions and decompositions as addition sentences. M6 L9: Represent teen number decompositions as subtraction sentences. M6 L10: Make sense of word problems involving teen numbers. M6 L11: Represent teen number decompositions as 10 ones and some ones and find a hidden part. M6 L21: Count and compare sets with more than 10 objects.

Geometric Reasoning and Measurement

K.GM.A Identify and describe shapes.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.GM.A.1 Describe objects in the environment using names of shapes and describe the relative positions of these objects in their environment.	M2 L2: Classify shapes as triangles or nontriangles. M2 L3: Classify shapes as circles, hexagons, or neither. M2 L4: Classify shapes as rectangles or nonrectangles, with square rectangles as a special case. M2 L5: Communicate the position of flat shapes by using position words. M2 L7: Name solid shapes and discuss their attributes. M2 L10: Construct a circle. M2 L14: Compose flat shapes.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.GM.A.2 Correctly name common two-dimensional and three-dimensional geometric shapes regardless of their orientations or overall size.	M2 L2: Classify shapes as triangles or nontriangles. M2 L3: Classify shapes as circles, hexagons, or neither. M2 L4: Classify shapes as rectangles or nonrectangles, with square rectangles as a special case. M2 L5: Communicate the position of flat shapes by using position words. M2 L7: Name solid shapes and discuss their attributes. M2 L8: Classify solid shapes based on the ways they can be moved. M2 L9: Match solid shapes to their two-dimensional faces. M2 L10: Construct a circle. M2 L11: Construct and classify polygons. M2 L14: Compose flat shapes.
K.GM.A.3 Identify shapes as two-dimensional or three-dimensional.	M2 L6: Distinguish between flat and solid shapes. M2 L9: Match solid shapes to their two-dimensional faces. M2 L12: Construct solid shapes by using a square base.

Geometric Reasoning and Measurement

K.GM.B Analyze, compare, create, and compose shapes.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.GM.B.4 Analyze and compare two- and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts, and attributes.	M2 L1: Find and describe attributes of flat shapes. M2 L2: Classify shapes as triangles or nontriangles. M2 L3: Classify shapes as circles, hexagons, or neither. M2 L4: Classify shapes as rectangles or nonrectangles, with square rectangles as a special case. M2 L6: Distinguish between flat and solid shapes. M2 L7: Name solid shapes and discuss their attributes. M2 L8: Classify solid shapes based on the ways they can be moved. M2 L9: Match solid shapes to their two-dimensional faces. M2 L10: Construct a circle. M2 L11: Construct and classify polygons. M2 L12: Construct solid shapes by using a square base. M2 L13: Draw flat shapes. M2 L15: Compose solid shapes to create a structure that can fit a toy inside.
K.GM.B.5 Represent shapes in the world by building shapes from components and drawing shapes.	M2 L10: Construct a circle. M2 L11: Construct and classify polygons. M2 L12: Construct solid shapes by using a square base. M2 L13: Draw flat shapes. M3 L4: Compare the lengths of cube sticks to flat shapes.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.GM.B.6 Compose common shapes to form larger shapes.	M4 L1: Compose flat shapes and count the parts. M4 L2: Decompose flat shapes and count the parts. M4 L9: Compose shapes in more than one way. M4 L16: Compose and decompose numbers and shapes. M5 L12: Relate parts to total in subtraction situations. M5 L25: Extend growing patterns.

Geometric Reasoning and Measurement

K.GM.C Describe and compare measurable attributes.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.GM.C.7 Describe several measurable attributes of a single object using measurable terms, such as length or weight.	M3 L1: Align endpoints to compare lengths by using *taller than* and *shorter than*. M3 L2: Compare lengths of simple straight objects by using *longer than*, *shorter than*, and *about the same length as*. M3 L7: Compare weights by using *heavier than*, *lighter than*, and *about the same weight as*. M3 L12: Relate *more* and *fewer* to length. M3 L18: Compare the capacity of containers by using numerals. M3 L20: Compare two numbers in story situations. M3 L21: Describe and compare several measurable attributes of objects and sets.

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.GM.C.8 Directly compare two objects with a measurable attribute in common, and describe which object has "more" or "less" of the attribute.	M3 L1: Align endpoints to compare lengths by using *taller than* and *shorter than*. M3 L2: Compare lengths of simple straight objects by using *longer than*, *shorter than*, and *about the same length as*. M3 L3: Compare lengths of complex objects by using *longer than*, *shorter than*, and *about the same length as*. M3 L4: Compare the lengths of cube sticks to flat shapes. M3 L5: Compare the lengths of two cube sticks. M3 L6: Compose cube sticks that are the same length. M3 L7: Compare weights by using *heavier than*, *lighter than*, and *about the same weight as*. M3 L8: Use a balance scale to compare two objects. M3 L9: Use a balance scale to compare an object to a group of cubes. M3 L10: Use a balance scale to compare an object to different units. M3 L11: Observe conservation of weight on the balance scale. M3 L21: Describe and compare several measurable attributes of objects and sets.

Data Reasoning

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

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.DR.A.1 Generate questions to investigate situations within the classroom. Collect or consider data that can naturally answer questions by sorting and counting.	M1 L1: Compare objects based on their attributes. M1 L2: Classify objects into two categories. M1 L3: Classify objects into two categories and count. M1 L4: Classify objects into three categories and count. M1 L5: Classify objects into three categories, count, and match to a numeral. M1 L13: Count out enough objects and write the numeral. M2 L16: Organize, count, and represent a collection of objects. M3 L15: Classify flat shapes into groups and compare the number of shapes in each group. M3 L22: Organize, count, and represent a collection of objects. M4 L17: Organize, count, and represent a collection of objects. M6 L13: Organize, count, and represent a collection of objects. M6 L24: Organize, count, and represent a collection of objects.

Data Reasoning

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

Oregon Mathematics Standards	Aligned Components of *Eureka Math²*
K.DR.B.2 Analyze data sets by counting the number of objects in each category and interpret results by classifying and sorting objects by count.	M1 L1: Compare objects based on their attributes. M1 L2: Classify objects into two categories. M1 L3: Classify objects into two categories and count. M1 L4: Classify objects into three categories and count. M1 L5: Classify objects into three categories, count, and match to a numeral. M1 L15: Sort the same group of objects in more than one way and count. M1 L16: Decompose a set shown in a picture. M2 L12: Construct solid shapes by using a square base. M3 L13: Compare sets by using *more than*, *fewer than*, and *the same number as*. M3 L14: Use number to compare sets with like units. M3 L15: Classify flat shapes into groups and compare the number of shapes in each group. M3 L16: Count and compare sets with unlike units. M3 L21: Describe and compare several measurable attributes of objects and sets.