Prekindergarten | Rhode Island Early Learning & Development 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 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 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 select lessons. In addition, each grade level includes wordless videos that spark students' interest and curiosity. Students at all levels work through mathematical explorations that help lead to their own mathematical discoveries. Videos provide opportunities for students to wonder, explore, and make sense of mathematics, which contributes to the development of a strong, positive mathematical identity.

Standards for Mathematical Practice	Aligned Components of *Eureka Math²*
MP.1 Make sense of problems and persevere in solving them.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.2 Reason abstractly and quantitatively.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.3 Construct viable arguments and critique the reasoning of others.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.4 Model with mathematics.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.5 Use appropriate tools strategically.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.6 Attend to precision.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.7 Look for and make use of structure.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.8 Look for and express regularity in repeated reasoning.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.

Number Sense and Quantity

1.a Children develop number recognition and counting skills and learn the relationship between numbers and the quantity they represent.

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Quickly name the number in a group of objects, up to four.	PK M1 Lesson 7: Animal Count PK M1 Lesson 11: Match Game PK M3 Lesson 3: Decompose 3 PK M3 Lesson 4: Decompose 4
Verbally count to 20 (or in some way indicate knowledge of the words for the numbers from 1 to 20 in sequence) with occasional errors.	*This standard is fully addressed by Fluency Anytime activities suggested for each module.*
Use strategies to accurately count sets of up to 10 objects.	PK M1 Lesson 7: Animal Count PK M1 Lesson 8: Let's Count! PK M1 Lesson 15: Let's Count! PK M1 Topic D: Count Out a Set of Up to 5 Objects PK M1 Lesson 30: Let's Count and Record! PK M1 Topic G: Count Out a Set of Up to 10 Objects PK M2 Lesson 17: Let's Count and Record! PK M3 Lesson 8: Make Your Own Rekenrek! PK M3 Lesson 9: Decompose 6 and 7 PK M3 Lesson 10: Decompose 8 and 9 PK M3 Lesson 11: Decompose 10 PK M3 Lesson 13: Number Stairs PK M3 Lesson 17: Let's Count and Record!

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Use strategies to accurately count sets of up to 10 objects. *continued*	PK M4 Lesson 17: Let's Count and Compare! 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
Understand that the last number counted represents the number of objects in a set.	PK M1 Lesson 7: Animal Count PK M1 Lesson 8: Let's Count! PK M1 Lesson 9: How Many? PK M1 Lesson 11: Match Game PK M1 Lesson 14: Rice Scoops PK M1 Lesson 15: Let's Count! PK M1 Lesson 24: Mystery Eggs PK M1 Lesson 28: Counting with Puppet PK M1 Lesson 29: Match Game PK M1 Lesson 30: Let's Count and Record! PK M1 Lesson 34: Culminating Activity PK M2 Lesson 17: Let's Count and Record! PK M3 Lesson 7: Do You See 5? PK M3 Lesson 9: Decompose 6 and 7 PK M3 Lesson 10: Decompose 8 and 9 PK M3 Lesson 11: Decompose 10 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!

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Understand that the last number counted represents the number of objects in a set. *continued*	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
Associate a quantity with a written numeral up to five.	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

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Recognize and write some numerals up to 10.	PK M1 Lesson 10: Written Numbers
	PK M1 Lesson 11: Match Game
	PK M1 Lesson 12: Count the Math Way
	PK M1 Lesson 13: Rosetta Stone
	PK M1 Lesson 14: Rice Scoops
	PK M1 Lesson 16: Number Recipe
	PK M1 Lesson 17: Bean Bag Toss
	PK M1 Lesson 21: How Many Ways?
	PK M1 Lesson 22: Animal Sort
	PK M1 Lesson 25: More Written Numbers
	PK M1 Lesson 29: Match Game
	PK M1 Lesson 31: Match or No Match?
	PK M1 Lesson 32: Make It Match
	PK M1 Lesson 34: Culminating Activity
	PK M6 Topic A: Project: Create a Business
	PK M6 Topic B: Project: Plan a Celebration

Number Relationships and Operations

2.a Children learn to use numbers to compare quantities and solve problems.

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Understand that an entire set of objects is more than its parts when the set is divided into smaller groups.	PK M3 Lesson 3: Decompose 3 PK M3 Lesson 4: Decompose 4 PK M3 Lesson 5: Decompose 5 PK M3 Lesson 6: 5-Piece Puzzles PK M3 Lesson 9: Decompose 6 and 7 PK M3 Lesson 10: Decompose 8 and 9 PK M3 Lesson 11: Decompose 10 PK M5 Topic C: Compose and Decompose Numbers in More than One Way
Use toys and other objects as tools to solve simple addition and subtraction problems when the total is smaller than five.	PK M5 Lesson 4: 1 More, 1 Less the Math Way PK M5 Lesson 5: Market Math PK M5 Topic B: Represent Addition Stories PK M5 Topic D: Represent Subtraction Stories PK M6 Topic C: Project: Care for Our Space
Use one-to-one correspondence to compare small sets of similar objects.	PK M4 Topic D: Compare Sets PK M4 Lesson 18: How Many Crayons? PK M4 Lesson 19: Compare Groups 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

Classification and Patterning

3.a Children learn to order and sort objects by common attributes, to identify patterns, and to predict the next sequence in a pattern.

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Sort objects by one attribute into two or more groups (e.g., size: big, medium, and small).	PK M1 Topic A: Use Attributes to Match and Sort PK M1 Topic E: Sort to Decompose PK M1 Lesson 34: Culminating Activity PK M6 Topic A: Project: Create a Business
Classify everyday objects that go together (e.g., mittens, hats, coats).	PK M1 Lesson 1: Make a Match PK M1 Lesson 2: Same and Different
Demonstrate recognition of a simple, repeating pattern.	PK M3 Topic D: Use Structure to Analyze Patterns PK M5 Lesson 21: Create Patterns PK M5 Lesson 22: Music and Movement PK M5 Lesson 23: Patterns Everywhere PK M6 Topic B: Project: Plan a Celebration
Replicate, complete, and extend repeating patterns.	PK M3 Topic D: Use Structure to Analyze Patterns PK M5 Lesson 21: Create Patterns PK M5 Lesson 22: Music and Movement PK M5 Lesson 23: Patterns Everywhere PK M6 Topic B: Project: Plan a Celebration

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Recognize, name, and extend basic growing (or enlarging) patterns (e.g., "one more").	PK M1 Lesson 10: Written Numbers PK M1 Lesson 25: More Written Numbers PK M1 Lesson 27: 5-Groups PK M3 Lesson 12: 1 More PK M3 Lesson 13: Number Stairs

Measurement, Comparison, and Ordering

4.a Children learn to measure objects by their various attributes (length, height, weight, volume) and to use differences in attributes to make comparisons.

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Compare two small sets of objects (five or fewer).	PK M4 Topic D: Compare Sets 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
Make small series of objects (e.g., putting three or four objects in order by length).	PK M4 Lesson 8: Compare by Using Numbers PK M4 Lesson 9: Straw Line Up PK M4 Lesson 15: Trains

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Recognize differences in measurable attributes by direct-comparison measuring (e.g., when trying to pour the same amount of juice into three cups, looking to see if one cup has more than the others).	PK M4 Topic A: Describe Size PK M4 Topic B: Compare Heights and Lengths PK M4 Topic C: Compare Weights PK M4 Lesson 21: How Many Scoops? PK M4 Lesson 22: Compare Attributes PK M6 Topic C: Project: Care for Our Space
Use multiple copies of the same unit to measure (e.g., seeing how many "building blocks high" a pillow fort is).	PK M4 Lesson 21: How Many Scoops? PK M6 Topic C: Project: Care for Our Space *Supplemental material is necessary to fully address this standard.*
Use comparative language (e.g., "shortest," "heavier," "biggest").	PK M4 Topic A: Describe Size PK M4 Topic B: Compare Heights and Lengths PK M4 Topic C: Compare Weights PK M4 Lesson 21: How Many Scoops? PK M4 Lesson 22: Compare Attributes PK M6 Topic C: Project: Care for Our Space

Geometry and Spatial Sense

5.a Children learn to identify shapes and their attributes, solve problems using shapes, and explore the positions of objects in space.

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Build familiar two-dimensional shapes from components or parts (e.g., using a set of circle, rectangle, and line shapes to create an image of a snowman).	PK M2 Lesson 11: Build Shapes PK M2 Lesson 12: Build My Shape
Combine and separate shapes to make designs or pictures (e.g., completing shape puzzles).	PK M2 Lesson 9: Shape Pictures PK M2 Lesson 10: Shape Puzzles PK M2 Lesson 13: Shape Towers PK M2 Lesson 14: Puppet's Picture PK M2 Lesson 16: Pyramids! PK M3 Lesson 1: How Many Parts? PK M3 Lesson 2: Bunny Puzzles PK M6 Topic B: Project: Plan a Celebration
Build simple examples of buildings, structures, or areas (e.g., their classroom or playground) with three-dimensional shapes, such as building blocks.	PK M2 Lesson 3: Build a Map PK M2 Lesson 13: Shape Towers PK M2 Lesson 16: Pyramids!
Name familiar two-dimensional shapes (circle, triangle, square, rectangle), regardless of their size or orientation.	PK M2 Topic B: Analyze and Name Two-Dimensional Shapes PK M2 Lesson 14: Puppet's Picture

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Use basic language to describe their location (e.g., "I am under the bed").	PK M2 Topic A: Spatial Relations PK M2 Lesson 8: Shape Games
Correctly follow directions involving their own positions in space (e.g., "move forward," "sit behind," etc.).	PK M2 Topic A: Spatial Relations