Prekindergarten | Mathematics Standards of Learning for Virginia Public Schools 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.

Mathematics

CD3.1 Comparing numbers, counting, and recognizing quantities

Virginia's Early Learning & Development Standards	Aligned Components of *Eureka Math²*
CD3.1q Counts forward to 20 by memory	*This standard is fully addressed by Fluency Anytime activities suggested for each module.*
CD3.1r Counts backwards from 5	PK M5 Lesson 1: Bears on Stairs PK M5 Lesson 2: 1 Less *This standard is fully addressed by Fluency Anytime activities suggested for module 5.*
CD3.1s Shows accuracy in demonstrating one-to-one correspondence for 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 Lesson 18: Forest Path Game PK M1 Lesson 30: Let's Count and Record! PK M2 Lesson 17: Let's Count and Record! PK M3 Lesson 17: Let's Count and Record! PK M6 Topic A: Project: Create a Business PK M6 Topic B: Project: Plan a Celebration PK M6 Topic C: Project: Care for Our Space

Virginia's Early Learning & Development Standards	Aligned Components of *Eureka Math²*
CD3.1t Counts up to 10 objects in a line	PK M1 Lesson 7: Animal Count PK M1 Lesson 8: Let's Count! PK M1 Lesson 15: Let's Count! PK M1 Lesson 16: Number Recipe PK M1 Lesson 18: Forest Path Game PK M3 Topic B: Use Structure to Explore Numbers 6–10 PK M3 Lesson 13: Number Stairs PK M3 Lesson 17: Let's Count and Record!
CD3.1u Answers the question "How many?" for up to 10 objects	PK M1 Lesson 7: Animal Count PK M1 Lesson 8: Let's Count! PK M1 Lesson 9: How Many? 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 M6 Topic A: Project: Create a Business PK M6 Topic B: Project: Plan a Celebration

Virginia's Early Learning & Development Standards	Aligned Components of *Eureka Math²*
CD3.1v Counts out 10–20 objects in a line from a larger group	PK M3 Lesson 17: Let's Count and Record!
CD3.1w Instantly recognizes a collection of up to 10 objects (i.e., subitizes)	PK M1 Lesson 7: Animal Count PK M1 Lesson 11: Match Game PK M1 Lesson 29: Match Game PK M3 Lesson 7: Do You See 5?
CD3.1x Uses words that mean zero such as "nothing" or "none"	PK M1 Lesson 11: Match Game PK M1 Lesson 16: Number Recipe PK M1 Lesson 17: Bean Bag Toss PK M5 Lesson 1: Bears on Stairs PK M5 Lesson 2: 1 Less PK M5 Lesson 4: 1 More, 1 Less the Math Way
CD3.1y Shows a quantity to match a numeral by making marks, drawing items, or placing actual objects	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

Virginia's Early Learning & Development Standards	Aligned Components of *Eureka Math²*
CD3.1y *continued*	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
CD3.1z Compares sets of objects that range in size from 1–10, as having "more", "fewer" or "same"	PK M4 Topic D: Compare Sets PK M4 Lesson 18: How Many Crayons? PK M4 Lesson 19: Compare Groups PK M4 Lesson 20: Explore Area PK M4 Lesson 21: How Many Scoops? 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
CD3.1aa Arranges images with 3 or more different quantities of objects in correct order	PK M4 Topic D: Compare Sets PK M4 Lesson 18: How Many Crayons? PK M4 Lesson 19: Compare Groups PK M4 Lesson 20: Explore Area PK M4 Lesson 21: How Many Scoops? 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

Mathematics

CD3.2 Understanding number relationships and solving problems using operations

Virginia's Early Learning & Development Standards	Aligned Components of *Eureka Math²*
CD3.2c Solves addition (joining) problems using manipulatives (e.g., fingers, objects, tally marks)	PK M5 Lesson 3: 1 More, 1 Less PK M5 Lesson 4: 1 More, 1 Less the Math Way PK M5 Lesson 5: Market Math PK M5 Lesson 6: Dinosaur Splash PK M5 Lesson 7: Draw Math Stories: Addition PK M5 Lesson 9: Mental Movies: Addition PK M5 Lesson 10: Train Stories: Addition PK M6 Topic C: Project: Care for Our Space
CD3.2d Solves subtraction (separating) problems using manipulatives (e.g., fingers, objects, tally marks)	PK M5 Lesson 3: 1 More, 1 Less PK M5 Lesson 4: 1 More, 1 Less the Math Way PK M5 Lesson 5: Market Math PK M5 Lesson 15: Under the Sea PK M5 Lesson 16: Show and Hide Fingers PK M5 Lesson 17: Draw Math Stories: Subtraction PK M5 Lesson 19: Mental Movies: Subtraction PK M5 Lesson 20: Train Stories: Subtraction PK M6 Topic C: Project: Care for Our Space

Virginia's Early Learning & Development Standards	Aligned Components of *Eureka Math²*
CD3.2e With adult help, uses "counting on" as a strategy to solve addition (joining) problems (e.g., "I have 3 and 2 more gives me 4, 5")	*Supplemental material is necessary to address this standard.*
CD3.2f With adult help, uses "counting back from" as a strategy to solve subtraction (separating) problems (e.g., To take away 3 from 5, "5,4,3...leaves 2")	*Supplemental material is necessary to address this standard.*

Mathematics

CD3.3 Geometric thinking and spatial reasoning

Virginia's Early Learning & Development Standards	Aligned Components of *Eureka Math²*
CD3.3s Uses smaller shapes to compose larger and different shapes (e.g., two triangles make one square)	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

Virginia's Early Learning & Development Standards	Aligned Components of *Eureka Math²*
CD3.3t Correctly names squares, rectangles and triangles regardless of size or orientation	PK M2 Lesson 5: Circles PK M2 Lesson 7: Triangles, Rectangles, and Square Rectangles PK M2 Lesson 8: Shape Games PK M2 Lesson 14: Puppet's Picture
CD3.3u Describes attributes of two and three dimensional shapes (e.g., "A square has four corners/angles", "a triangle has three straight sides")	PK M2 Lesson 4: Shapes in Art PK M2 Lesson 5: Circles PK M2 Lesson 6: Sort the Shapes PK M2 Lesson 7: Triangles, Rectangles, and Square Rectangles PK M2 Lesson 13: Shape Towers PK M2 Lesson 15: Roll, Slide, or Stack
CD3.3v Draws and describes pictures that show relative locations and uses terms like "near to" or "closer to"	PK M2 Topic A: Spatial Relations PK M2 Lesson 8: Shape Games *Supplemental material is necessary to fully address this standard.*

Mathematics

CD3.4 Sorting, classifying, and patterning

Virginia's Early Learning & Development Standards	Aligned Components of *Eureka Math²*
CD3.4l Identifies, duplicates, extends, and creates simple 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
CD3.4m Fills in missing elements of simple, repeating patterns	PK M3 Lesson 18: Pattern Units PK M3 Lesson 20: Find the Missing Piece PK M5 Lesson 23: Patterns Everywhere PK M6 Topic B: Project: Plan a Celebration
CD3.4n Recognizes, names, and extends simple 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
CD3.4o Describes quantitative changes (e.g., "I am two years older than when I started school.")	*Supplemental material is necessary to address this standard.*

Mathematics

CD3.5 Describing, comparing, and measuring

Virginia's Early Learning & Development Standards	Aligned Components of *Eureka Math²*
CD3.5g Directly compares the length or volume of two objects	PK M4 Lesson 3: Explore Capacity PK M4 Lesson 4: How Much Juice? 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
CD3.5h Uses comparative language to describe and compare objects using attributes (e.g., longer, shorter, lighter, heavier, etc.)	PK M4 Lesson 3: Explore Capacity PK M4 Lesson 4: How Much Juice? 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
CD3.5i With adult support, measures using the same non-standard unit, such as putting together snap cubes to see how tall a book 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.*

Virginia's Early Learning & Development Standards	Aligned Components of *Eureka Math²*
CD3.5j With adult support, compares or orders up to 5 objects based on their measurable attributes, such as height or weight	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
CD3.5k With adult support, recognizes that different attributes such as weight, height, and volume require different tools to measure	PK M4 Lesson 2: Puppet's Bed PK M4 Lesson 3: Explore Capacity 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
CD3.5l With adult support, demonstrates "size seriation" by comparing and ordering objects according to measured attribute/characteristic (e.g., places books on shelf according to measured 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

Virginia's Early Learning & Development Standards	Aligned Components of *Eureka Math²*
CD3.5m With adult support, explores tools of measurement such as rulers, scales, and measuring cup, using the appropriate tool for the attribute/characteristic being measured	PK M4 Lesson 12: Balance Scale PK M4 Lesson 21: How Many Scoops? PK M4 Lesson 22: Compare Attributes *Supplemental material is necessary to fully address this standard.*
CD3.5n With instruction, shows an awareness of time by talking about events with words such as before, after, and later	*Supplemental material is necessary to address this standard.*