



Research tells us that both procedural fluency and conceptual understanding are essential to learning math successfully. For too long, however, math curricula have failed to enable students to deeply understand math concepts so they can better apply their math knowledge in new and increasingly complex ways.

*Eureka Math*<sup>2</sup>® is a revolutionary curriculum designed to help every child achieve greatness in mathematics. With *Eureka Math*<sup>2</sup>, content that engages students in productive struggle and thoughtful coherence across concepts, lessons, and grade levels ensures students build math knowledge that lasts. The curriculum's learning design establishes conceptual understanding first, before building procedural skills and fluency. That means students are taught underlying concepts—the why, not just the how, of mathematics—and learn

multiple strategies and models to solve math problems rather than just tricks or mnemonic devices to pass a test.

Innovative, interactive digital features and embedded learning supports ensure all students can access grade-level content. Every module of the curriculum features a piece of fine art that is connected to the math being taught, providing a novel point of entry to develop a deeper understanding of math concepts. And every lesson includes opportunities for rich student discourse because peer-to-peer discussion helps students solidify their understanding.

Over time, this approach enables students to successfully tackle complex problems and apply procedures more flexibly and accurately to unfamiliar material.



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every child  
is capable of  
greatness

# Eureka Math<sup>2</sup> Promotes Rigorous Math Learning for All Students

## Advancing Equity in the Classroom

Equitable instruction requires that all students have access to the same high-quality grade-level content. *Eureka Math<sup>2</sup>* provides teachers with high-quality materials and tools to ensure students build a conceptual understanding of mathematics. **Spanish versions** of our teacher and student materials are also available for grade levels Prekindergarten–Algebra I.

- **Point-of-use margin notes** are found in every lesson and topic. They include teacher notes to build teacher content and pedagogical knowledge and opportunities to Promote Mathematical Practice. They also include Universal Design for Learning (UDL) suggestions, language support, and differentiation suggestions to account for learner variance.
- Lessons and modules are **intentionally organized to leverage connections** between concepts, and they progress conceptual understanding from simple to complex to help students access new learning and problem-solving abilities for a coherent learning experience.
- Straightforward and concise language greatly **improves readability for all students**—making the curriculum more accessible to multilingual learners and students with dyslexia.

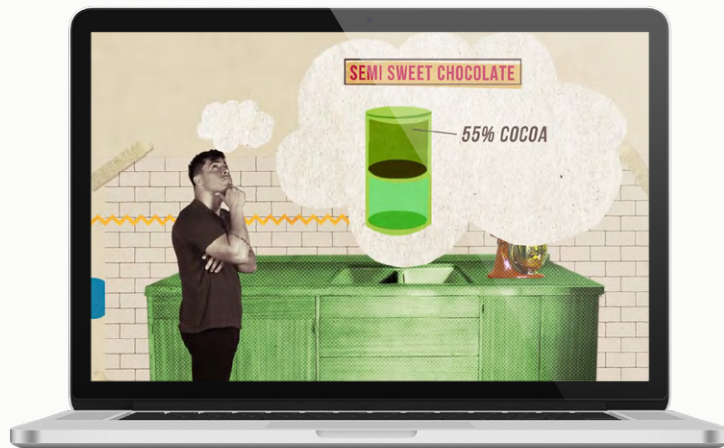
The screenshot displays a student worksheet for Lesson 3. It features a number line from -3 to 3 with points A, B, C, D, and E marked. The problems ask students to identify the number represented by each point and its opposite. The worksheet includes several differentiation notes:

- Diferenciación: Apoyo** (Support): A note for students who struggle with plotting points.
- Diferenciación: Support**: A note for students who have difficulty locating decimals and their opposites.
- Diferenciación: Challenge**: A note for more advanced students to consider the relationship between the number of units and the distance from zero.
- Teacher Note**: A note suggesting to consider rounding this activity by having students plot  $2\frac{1}{2}$  before plotting  $2\frac{1}{2}$  and  $-2\frac{1}{2}$ .

## Student Engagement with Rigorous Math Content

Through a focused approach to encouraging student discourse, intentional integration of digital interactives, and by connecting lessons to real-world math, the curriculum keeps students engaged.

- The instructional design of *Eureka Math<sup>2</sup>* lessons supports students in math discourse and provides scaffolds for their successful engagement.
  - **The Talking Tool** is a scaffold to support students in producing language to engage in discourse about mathematics with other students by providing general sentence frames and sentence starters that are broadly applicable.
  - **Recurring instructional routines** encourage students to talk about math, and the repetition of the routines within grades and across grade levels helps students develop ownership over the routines.
- Digital interactives and demonstrations help illuminate student learning and deepen knowledge building.
  - Students in grades K–5 will work with **over 120 engaging digital interactives**, and students in grades 6 and higher can expect **over 90 digital lessons**.
  - Every module includes engaging and accessible low-floor, high-ceiling **context videos** that show diverse characters and people using math in real-world situations.



## Instructional Design Supports Knowledge Building

An intense focus on key concepts that layer over time supports students in creating enduring knowledge. Students gain a complete body of math knowledge, not just a discrete set of skills.

- **Integrated distributed practice and interleaving** provide students opportunities to revisit and practice concepts in different formats and contexts over time to help build enduring knowledge.
- The **similar models and problem-solving processes recur** grade to grade, so math concepts stay with students, year after year. For example, students will engage with the Read-Draw-Write (RDW) process in Grade Levels K–5 and Read-Represent-Solve-Summarize (RRSS) routine in Grade Levels 6–Algebra I so they can make sense of and complete word problems. As students enter high school level courses like Algebra I or Mathematics I, the familiar RRSS routine from middle school builds students towards the mathematical modeling cycle .
- Students engage in **open-middle and open-ended tasks**, which provide them opportunities to apply their knowledge to solve math problems.

EUREKA MATH<sup>™</sup> 3 • M3 • TA • Lesson 2

Name \_\_\_\_\_

Use the Read-Draw-Write process to solve the problem.

1. There are 48 teacher mailboxes in the office. The mailboxes are in 6 equal rows.
  - a. How many mailboxes are in each row?
  
  
  
  
  
  - b. Write an unknown factor equation that represents the problem.

Find the value of each unknown.

2.  $7 \times 6 = k$   $k = \underline{\quad}$
3.  $48 \div 6 = r$   $r = \underline{\quad}$
4.  $6 \times p = 36$   $p = \underline{\quad}$
5.  $54 \div h = 6$   $h = \underline{\quad}$
6.  $w \div 3 = 6$   $w = \underline{\quad}$

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## Cross-Content Connections

- *Eureka Math*<sup>2</sup> includes a **diverse collection of carefully curated pieces of art and cultural artifacts** that connect to the math being taught. As students discuss and analyze the art, they learn how math connects to history and human experiences.
- **Math Past** is included in most modules to help share the history of some big ideas of the module. It tells the story of the mathematics through artifacts, discoveries, and other contributions from cultures around the world.

1 • M3 • TB • Lesson 10

EUREKA MATH<sup>™</sup>

Direct students to Sprint B.

**Take your mark. Get set. Improve!**

Time students for 1 minute on Sprint B.

**Stop! Underline the last problem you did.**

**I'm going to read the answers. As I read the answers, call out "Yes!" and mark your answer if you got it correct.**

Read the answers to Sprint B quickly and energetically.

**Count the number you got correct and write the number at the top of the page.**

**Stand if you got more correct on Sprint B.**

Celebrate students' improvement.


**Launch**

Students study artwork and represent what they observe with a number sentence.

Gather students with their personal whiteboards. Display *The Migrants Arrived in Great Numbers* by Jacco Lawrence. Do not reveal any information about the painting. Invite students to notice and wonder about the artwork.

If necessary, stimulate discussion by asking questions:

- What do you think the people are doing?
- Why do you think they are in groups?
- What questions would you ask the artist?



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# Eureka Math<sup>2</sup> Promotes Rigorous Math Learning for All Students

## Cohesive System of Assessment

From Pre-Module Assessments that measure foundational knowledge to end-of-module and benchmark tests that assess student progress, to Exit Tickets and Topic Quizzes in between, our assessments provide meaningful diagnostic, formative, and summative feedback and data to help guide instructional decisions and ensure student proficiency.

- **Eureka Math<sup>2</sup> Equip™** begins with a diagnostic Pre-Module digital assessment for Level 1 through Algebra I that identifies a student's last point of success with the essential foundational knowledge for the module to help teachers pinpoint unfinished learning. A detailed report and linked supporting activities help teachers seamlessly bridge any gaps identified by the assessment.
- **Formative assessments** include Observational Assessment Recording Sheets in Levels K–2, Exit Tickets in Level 1–Algebra I, Topic Tickets in Levels 1–2, and Topic Quizzes in Level 3–Algebra I.
- **Summative assessments** include Module Assessments and Benchmark Assessments. Benchmark Assessments measure student proficiency with math skills and concepts from the two previous modules and select review skills reflecting the major work of the grade.

*Eureka Math<sup>2</sup> Equip* and Benchmark Assessments are premium assessment options.



Click or scan the QR code to learn more about *Eureka Math<sup>2</sup>* assessments

The image shows a collage of educational materials. On the left is a lesson page titled 'EUREKA MATH<sup>2</sup>' with a '4' in a red box. It includes a 'Name' line and a problem: 'Use the equal groups for parts (a)–(d).'. Below this are four groups of flowers. The problem asks: 'a. How many groups of flowers are there?', 'b. How many flowers are in each group?', 'c. What is the total number of flowers?', and 'd. Fill in the blanks to match the equation: \_\_\_\_\_ x \_\_\_\_\_ = \_\_\_\_\_'. The bottom of the page says 'Copyright © Great Minds<sup>®</sup> 2015'.

In the center is a laptop displaying a 'Student Performance' dashboard. The dashboard has a table with columns for 'STUDENTS', 'PROFICIENCY', 'POINTS', and 'RAW SCORE'. It also includes a bar chart titled 'Average Performance by Item' showing performance for 'ITEM 1 (2.NBT.A.1)' and 'ITEM 2 (2.NBT.A.3)'. The table data is as follows:

STUDENTS	PROFICIENCY	POINTS	RAW SCORE
Lewis, Walter	Highly	10/10	100%
Elliott, Ron	Proficient	8/10	80%
Scott, Richard	Partially	6/10	60%
Price, Olivia	Partially	5/10	50%
Blair, Mike	Inconsistently	7/10	70%
Oliver, Mark	Proficient	9/10	90%
Williams, Lori	Partially	6.3/10	63%
Ortega, Linda	Proficient	9/10	90%
Moore, Lillian	Partially	6/10	60%

On the right is a 'Module Assessment' page titled 'EUREKA MATH<sup>2</sup>' with a 'Name' line. It includes a question: '1. Which number makes this equation true?  $3 \times \underline{\quad} = 12$ '. The options are: A. 4, B. 6, C. 9, D. 15. The bottom of the page says 'Copyright © Great Minds<sup>®</sup> 2015'.

# Eureka Math<sup>2</sup> Print and Hands-On Resources

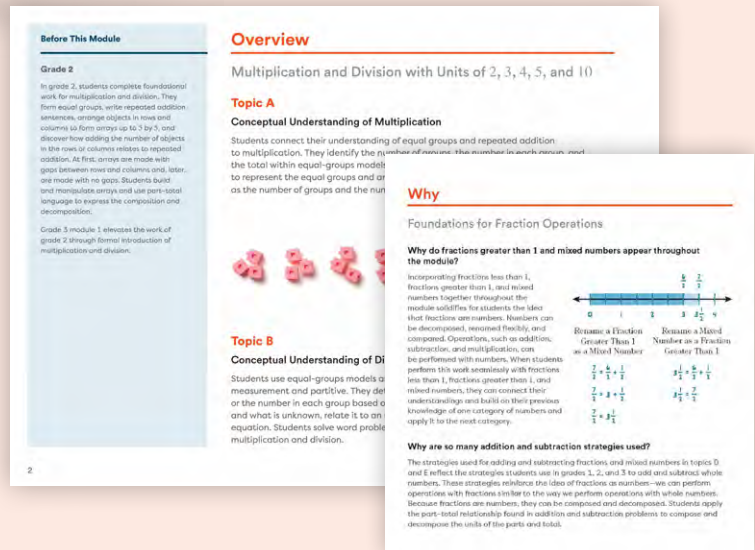


## Teacher Edition

Available for each module at each grade level, the *Teach* book is the Teacher Edition, which provides all the instructional guidance educators need to engage in the module's learning with students. The book includes the following components.

The **Overview**, a topic-by-topic summary that shows the development of learning throughout the module. It also provides connections to work done before and after the module, helping educators understand the module's place in the overall development of learning in and across grade levels.

The **Why** section gives insight into the decisions made during the writing of the module to help educators understand the underlying structure of the model, the flow of the content, and the coherence of the different parts of the curriculum.



Each lesson includes **Achievement Descriptors**, standards-aligned descriptions that detail what students should know and be able to do based on instruction they receive, and **Proficiency Indicators**, which reveal how well students understand the concepts taught, for each Achievement Descriptor.

EUREKA MATH<sup>2</sup> 7 - M4

**7.Mod4.AD7 Solve problems involving volume and surface area of three-dimensional objects composed of triangles, quadrilaterals, polygons, cubes, and right prisms.**

RELATED COMMON CORE STATE STANDARDS: 7.G.8.6 Solve real-world and mathematical problems involving area, volume and surface area of two- and three-dimensional objects composed of triangles, quadrilaterals, polygons, cubes, and right prisms.

Partially Proficient	Proficient	Highly Proficient
<p>Find unknowns involving volume and surface area of three-dimensional objects composed of triangles, quadrilaterals, polygons, cubes, and right prisms.</p> <p>Consider the right triangular prism below.</p> <p>What is the surface area in square centimeters of the right triangular prism?</p>	<p>Solve one-step real-world and mathematical problems involving volume and surface area of three-dimensional objects composed of triangles, quadrilaterals, polygons, cubes, and right prisms.</p> <p>Jonah wraps a gift that is in a box shaped like a right rectangular prism. The box is 24.4 centimeters long, 15.8 centimeters wide, and 9.7 centimeters high.</p> <p>What is the least amount of wrapping paper that Jonah needs to wrap the gift?</p> <p>A. 788.04 square centimeters            B. 1,156.64 square centimeters            C. 1,437.28 square centimeters            D. 3,692.23 square centimeters</p>	<p>Solve real-world and mathematical problems involving volume and surface area of three-dimensional composite objects composed of triangles, quadrilaterals, polygons, cubes, and right prisms.</p> <p>Miya has a solid composed of a right rectangular prism and a right triangular prism. See sketch of the solid below.</p> <p>What is the total volume of Miya's solid?            _____ cubic inches</p>

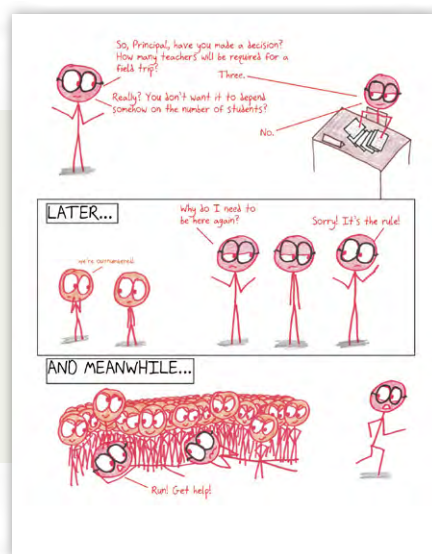
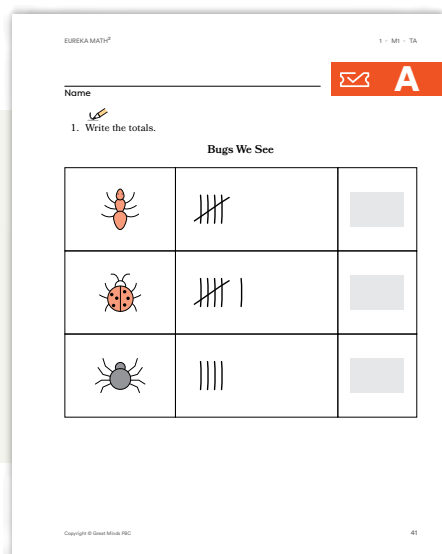
# Eureka Math<sup>2</sup> Print and Hands-On Resources

## Student Books and Family Resources

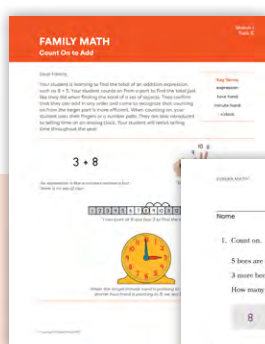
Available for each module at each grade level, these student-facing books are designed for students to use in the classroom and to practice their skills and hone their knowledge outside of the classroom.

The **Learn** books are students' companion text to the instruction in the *Teach* books. They contain all the pages students need as educators implement each lesson.

- In **Levels K–5**, student workbooks include the Lesson Pages, Problem Sets, Exit Tickets (except in Kindergarten), the Talking Tool, and the Thinking Tool, eliminating the need for printing pages from the Teacher Edition or transcribing information from the classroom whiteboard for student assignments.
- In addition to the above, **Level 6–Algebra I, or Mathematics I**, include Ben Orlin's Math with Bad Drawings as Topic Openers, Practice problems, Recap problems, Mixed Practice, and Fluency Resources.



The **Apply** books give students more practice with the concepts learned in class in Levels 1–5. There are three components in *Apply* that support students in deepening their understanding of the concepts covered in the daily lesson: Family Math (included in the Kindergarten *Learn* book), Practice, and Practice Partners.





## Math Manipulatives

A curated collection of digital and physical classroom materials and tools that help students develop mathematical understanding and maximize learning coherence between grades while minimizing classroom distractions.



# Eureka Math<sup>2</sup> Digital Resources

## Implementation Guides

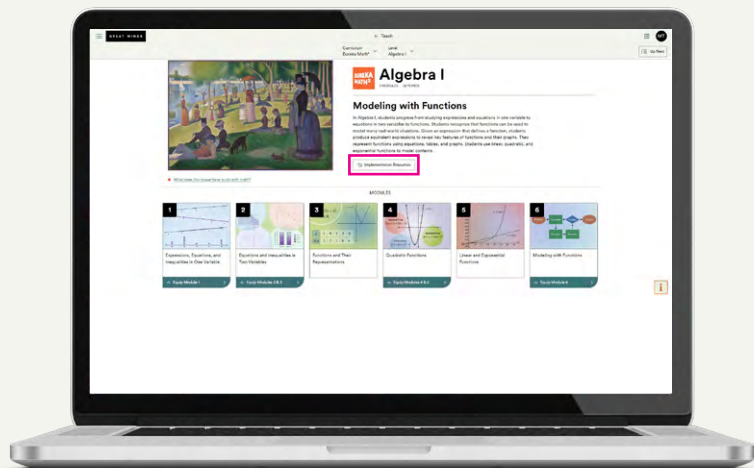
The *Eureka Math<sup>2</sup>* Implementation Guides explain the philosophy and design of the curriculum to help teachers and administrators implement the curriculum with fidelity.

## Year at a Glance Maps

The Year at a Glance map for each grade level provides a clear visual breakdown of the scope and sequence of the modules, lessons, and standards that will be covered over the course of that year.

## Great Minds Digital Platform

There's exponentially more to *Eureka Math<sup>2</sup>* than can fit on the pages of a book. That's why we created the Great Minds Digital Platform, which is organized into four key spaces: Teach, Assign, Assess, and Analyze.



- The **Teach** space offers implementation support such as Implementation Guides, curriculum maps, and other resources. In addition, it offers all the content from the *Teach, Learn, and Apply* print materials along with digital resources, including projectable lesson slides, facilitation tools, and the ability to annotate a lesson.
- The **Assign** space is where educators can track, manage, monitor, review, and score all class assignments.
- The **Assess** space is where educators can view and manage all *Eureka Math<sup>2</sup>* formative and summative assessments.
- The **Analyze** space is where educators can view reports and insights for classes, assignments, and students. The Analyze dashboard provides an overview of completed assessments, while detailed reports offer insights into class performance on assessments, individual student performance, and performance against standards.

## Student View

In the student platform, students can view live digital lessons and interactives, work on assignments and assessments, view past work, and access virtual manipulatives. In the Locker, students can find and review their completed assignments and assessments, and when reviewing completed assessments, students can see their score and any teacher feedback.

