

Grade 1 | Maine Mathematics Standards (2020) Correlation to *Eureka Math*²® (2027)

*Eureka Math*² is a research-proven math curriculum that empowers teachers to center instructional techniques on student success. Teachers can foster more “aha!” learning moments by providing the support needed for all learners to build a more confident math mindset.

This *Eureka Math*² edition builds on a strong foundation of effective instruction. It provides teachers with guidance on delivering rigorous instruction that honors student choice and encourages confident problem-solving.

*Eureka Math*² carefully sequences mathematical content to maximize vertical alignment from kindergarten through high school. This kind of sequencing has proven to be essential in students’ mastery of math.

Teachability

*Eureka Math*² 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 into the teacher materials.

Accessibility

*Eureka Math*² incorporates Universal Design for Learning (UDL) principles so all learners can access the mathematics and take on challenging math concepts. UDL, Differentiation, and Multilingual Learner supports are built into the instructional design and are clearly identified in the *Teach* book.

The curriculum also carries a focus on readability. By eliminating unnecessary words and using clear sentences, the *Eureka Math*² 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.

Math Confidence

*Eureka Math*² fosters a classroom culture of learning by encouraging student-led discourse and cognitive engagement that results in confident learners. By leveraging consistent models, routines, and progressions, teachers can remove barriers and allow all students an avenue to success. Within the digital platform, each grade includes wordless videos and digital interactives that spark students’ curiosity and help them make conceptual connections. Using the *Learn* books, students wonder, explore, and make sense of mathematics, which helps them develop a strong, positive mathematical identity.

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

Quantitative Reasoning—Numbers and Operations in Base Ten

QR.C.4 Extend the counting sequence.

| Maine Mathematics Standards | Aligned Components of <i>Eureka Math</i> ² |
|---|---|
| QR.C.4.1.NBT.A.1 Count to 120, starting at any number less than 120. In this range, read and write numerals and represent a number of objects with a written numeral. | 1 M3 Lesson 15: Count and record a collection of objects. 1 M3 Lesson 16: Identify ten as a unit. 1 M5 Lesson 2: Count a collection and record the total in units of tens and ones. 1 M5 Lesson 3: Recognize the place value of digits in a two-digit number. 1 M5 Lesson 5: Reason about equivalent representations of a number. 1 M6 Lesson 16: Count and record totals for collections greater than 100. 1 M6 Lesson 17: Read, write, and represent numbers greater than 100. 1 M6 Lesson 18: Count up and down across 100. 1 M6 Lesson 19: Write totals for collections larger than 100 shown in various groups of tens and ones. |

Quantitative Reasoning—Numbers and Operations in Base Ten

QR.C.5 Understand place value.

| Maine Mathematics Standards | Aligned Components of <i>Eureka Math</i> ² |
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| <p>QR.C.5.1.NBT.B.2</p> <p>Understand that the two digits of a two-digit number represent amounts of tens and ones. Understand the following as special cases:</p> | <p>1 M1 Lesson 12: Count on from 10 to find an unknown total.</p> <p>1 M3 Lesson 15: Count and record a collection of objects.</p> <p>1 M3 Lesson 16: Identify ten as a unit.</p> <p>1 M3 Lesson 17: Add a two-digit number and a one-digit number.</p> <p>1 M3 Lesson 18: Subtract a one-digit number from a two-digit number.</p> <p>1 M3 Lesson 19: Solve <i>take from with change unknown</i> problems with totals in the teens.</p> <p>1 M4 Lesson 8: Draw to represent a length measurement.</p> <p>1 M4 Lesson 9: Represent a total length as units of tens and ones.</p> <p>1 M5 Lesson 2: Count a collection and record the total in units of tens and ones.</p> <p>1 M5 Lesson 3: Recognize the place value of digits in a two-digit number.</p> <p>1 M5 Lesson 4: Represent a number in multiple ways by trading 10 ones for a ten.</p> <p>1 M5 Lesson 5: Reason about equivalent representations of a number.</p> <p>1 M5 Lesson 8: Use place value reasoning to write and compare 2 two-digit numbers.</p> |
| <p>QR.C.5.1.NBT.B.2a</p> <p>10 can be thought of as a bundle of ten ones—called a “ten.”</p> | <p>1 M3 Lesson 15: Count and record a collection of objects.</p> <p>1 M3 Lesson 16: Identify ten as a unit.</p> <p>1 M4 Lesson 8: Draw to represent a length measurement.</p> <p>1 M4 Lesson 9: Represent a total length as units of tens and ones.</p> <p>1 M5 Lesson 2: Count a collection and record the total in units of tens and ones.</p> <p>1 M5 Lesson 3: Recognize the place value of digits in a two-digit number.</p> <p>1 M5 Lesson 5: Reason about equivalent representations of a number.</p> |

| Maine Mathematics Standards | Aligned Components of <i>Eureka Math</i> ² |
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| <p>QR.C.5.1.NBT.B.2b</p> <p>The numbers from 11 to 19 are composed of a ten and one, two, three, four, five, six, seven, eight, or nine ones.</p> | <p>1 M1 Lesson 12: Count on from 10 to find an unknown total.</p> <p>1 M3 Lesson 16: Identify ten as a unit.</p> <p>1 M3 Lesson 17: Add a two-digit number and a one-digit number.</p> <p>1 M3 Lesson 18: Subtract a one-digit number from a two-digit number.</p> <p>1 M3 Lesson 19: Solve <i>take from with change unknown</i> problems with totals in the teens.</p> <p>1 M4 Lesson 8: Draw to represent a length measurement.</p> <p>1 M4 Lesson 9: Represent a total length as units of tens and ones.</p> <p>1 M5 Lesson 4: Represent a number in multiple ways by trading 10 ones for a ten.</p> <p>1 M5 Lesson 5: Reason about equivalent representations of a number.</p> |
| <p>QR.C.5.1.NBT.B.2c</p> <p>The numbers 10, 20, 30, 40, 50, 60, 70, 80, 90 refer to one, two, three, four, five, six, seven, eight, or nine tens (and 0 ones).</p> | <p>1 M3 Lesson 17: Add a two-digit number and a one-digit number.</p> <p>1 M3 Lesson 18: Subtract a one-digit number from a two-digit number.</p> <p>1 M3 Lesson 19: Solve <i>take from with change unknown</i> problems with totals in the teens.</p> <p>1 M5 Lesson 4: Represent a number in multiple ways by trading 10 ones for a ten.</p> <p>1 M5 Lesson 5: Reason about equivalent representations of a number.</p> |
| <p>QR.C.5.1.NBT.B.3</p> <p>Compare two two-digit numbers based on meanings of the tens and ones digits, recording the results of comparisons with the symbols $>$, $=$, and $<$.</p> | <p>1 M1 Lesson 2: Organize and represent data to compare two categories.</p> <p>1 M1 Lesson 3: Sort to represent and compare data with three categories.</p> <p>1 M1 Lesson 4: Find the total number of data points and compare categories in a picture graph.</p> <p>1 M1 Lesson 6: Use tally marks to represent and compare data.</p> <p>1 M4 Lesson 5: Measure and compare lengths.</p> <p>1 M5 Lesson 7: Use place value reasoning to compare two quantities.</p> <p>1 M5 Lesson 8: Use place value reasoning to write and compare 2 two-digit numbers.</p> <p>1 M5 Lesson 9: Compare two quantities and make them equal.</p> |

Quantitative Reasoning—Numbers and Operations in Base Ten

QR.C.6 Use place value understanding and properties of operations to add and subtract.

| Maine Mathematics Standards | Aligned Components of <i>Eureka Math</i> ² |
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| <p>QR.C.6.1.NBT.C.4</p> <p>Add within 100, including adding a two-digit number and a one-digit number, and adding a two-digit number and a multiple of 10, using concrete models or drawings 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 the reasoning used. Understand that in adding two-digit numbers, one adds tens and tens, ones and ones; and sometimes it is necessary to compose a ten.</p> | <p>1 M5 Lesson 10: Add the ones first.</p> <p>1 M5 Lesson 11: Add the ones to make the next ten.</p> <p>1 M5 Lesson 12: Decompose an addend to make the next ten.</p> <p>1 M5 Lesson 13: Reason about related problems that make the next ten.</p> <p>1 M5 Lesson 14: Determine which equations make the next ten.</p> <p>1 M5 Lesson 15: Count on and back by tens to add and subtract.</p> <p>1 M5 Lesson 16: Use related single-digit facts to add and subtract multiples of ten.</p> <p>1 M5 Lesson 17: Use tens to find an unknown part.</p> <p>1 M5 Lesson 18: Determine if number sentences involving addition and subtraction are true or false.</p> <p>1 M5 Lesson 19: Add tens to a two-digit number.</p> <p>1 M5 Lesson 20: Add ones and multiples of ten to any number.</p> <p>1 M5 Lesson 21: Use varied strategies to add 2 two-digit addends.</p> <p>1 M5 Lesson 22: Decompose both addends and add like units.</p> <p>1 M5 Lesson 23: Decompose an addend and add tens first.</p> <p>1 M5 Lesson 24: Decompose an addend to make the next ten.</p> <p>1 M5 Lesson 25: Compare equivalent expressions used to solve two-digit addition equations.</p> <p>1 M6 Lesson 26: Make a total in more than one way.</p> <p>1 M6 Lesson 27: Add two-digit numbers in various ways, part 1.</p> <p>1 M6 Lesson 28: Add two-digit numbers in various ways, part 2.</p> <p>1 M6 Lesson 29: Add tens to make 100.</p> <p>1 M6 Lesson 30: Make the next ten and add tens to make 100.</p> <p>1 M6 Lesson 31: Add to make 100.</p> |

| Maine Mathematics Standards | Aligned Components of <i>Eureka Math</i> ² |
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| <p>QR.C.6.1.NBT.C.5</p> <p>Given a two-digit number, mentally find 10 more or 10 less than the number, without having to count; explain the reasoning used.</p> | <p>1 M5 Lesson 6: Add 10 or take 10 from a two-digit number.</p> |
| <p>QR.C.6.1.NBT.C.6</p> <p>Subtract multiples of 10 in the range 10–90 from multiples of 10 in the range 10–90 (positive or zero differences), using concrete models or drawings 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 the reasoning used.</p> | <p>1 M5 Lesson 15: Count on and back by tens to add and subtract.</p> <p>1 M5 Lesson 16: Use related single-digit facts to add and subtract multiples of ten.</p> <p>1 M5 Lesson 17: Use tens to find an unknown part.</p> <p>1 M5 Lesson 18: Determine if number sentences involving addition and subtraction are true or false.</p> |

Algebraic Reasoning—Operations and Algebraic Thinking

AR.C.1 Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from.

| Maine Mathematics Standards | Aligned Components of <i>Eureka Math</i> ² |
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| <p>AR.C.1.1.OA.A.1</p> <p>Use addition and subtraction within 20 to solve word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions (e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem).</p> | <p>1 M2 Lesson 1: Represent <i>result unknown</i> problems and record as addition or subtraction number sentences.</p> <p>1 M2 Lesson 5: Use the Read–Draw–Write process to solve <i>result unknown</i> problems.</p> <p>1 M2 Lesson 6: Represent and solve related addition and subtraction <i>result unknown</i> problems.</p> <p>1 M2 Lesson 7: Count on or count back to solve related addition and subtraction problems.</p> <p>1 M2 Lesson 8: Interpret and find an unknown change.</p> <p>1 M2 Lesson 9: Represent and solve <i>add to with change unknown</i> problems.</p> <p>1 M2 Lesson 11: Represent and solve <i>take from with change unknown</i> problems.</p> <p>1 M2 Lesson 13: Represent and solve <i>add to</i> and <i>take from with change unknown</i> problems.</p> <p>1 M2 Lesson 14: Represent and solve <i>put together/take apart with addend unknown</i> problems.</p> <p>1 M2 Lesson 21: Represent and solve <i>compare with difference unknown</i> problems, part 1.</p> <p>1 M2 Lesson 22: Represent and solve <i>compare with difference unknown</i> problems, part 2.</p> <p>1 M3 Lesson 11: Represent and compare related situation equations, part 1.</p> <p>1 M3 Lesson 12: Represent and compare related situation equations, part 2.</p> <p>1 M3 Lesson 19: Solve <i>take from with change unknown</i> problems with totals in the teens.</p> <p>1 M3 Lesson 26: Pose and solve varied word problems.</p> <p>1 M4 Lesson 10: Compare to find how much longer.</p> <p>1 M4 Lesson 11: Compare to find how much shorter.</p> <p>1 M4 Lesson 12: Find the unknown longer length.</p> <p>1 M4 Lesson 13: Find the unknown shorter length.</p> <p>1 M6 Lesson 20: Represent and solve <i>put together</i> and <i>take apart</i> word problems.</p> <p>1 M6 Lesson 21: Represent and solve <i>add to</i> and <i>take from</i> word problems.</p> |

| Maine Mathematics Standards | Aligned Components of <i>Eureka Math</i> ² |
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| <p>AR.C.1.1.OA.A.1 <i>continued</i></p> | <p>1 M6 Lesson 22: Represent and solve <i>add to</i> and <i>take from with start unknown</i> word problems.</p> <p>1 M6 Lesson 23: Represent and solve comparison word problems.</p> <p>1 M6 Lesson 24: Reason with nonstandard measurement units.</p> <p>1 M6 Lesson 25: Solve nonroutine problems.</p> |
| <p>AR.C.1.1.OA.A.2</p> <p>Solve word problems that call for addition of three whole numbers whose sum is less than or equal to 20 (e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem).</p> | <p>1 M3 Lesson 2: Make ten with three addends.</p> <p>1 M3 Lesson 3: Represent and solve three-addend word problems.</p> <p>1 M3 Lesson 11: Represent and compare related situation equations, part 1.</p> <p>1 M3 Lesson 12: Represent and compare related situation equations, part 2.</p> <p>1 M3 Lesson 26: Pose and solve varied word problems.</p> |

Algebraic Reasoning—Operations and Algebraic Thinking

AR.C.2 Understand and apply properties of operation and the relationship between addition and subtraction within 20.

| Maine Mathematics Standards | Aligned Components of <i>Eureka Math</i> ² |
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| <p>AR.C.2.1.OA.B.3</p> <p>Apply properties of operations as strategies to add.</p> | <p>1 M1 Lesson 9: Count on from both parts and record part–total relationships.</p> <p>1 M1 Lesson 15: Use the commutative property to count on from the larger addend.</p> <p>1 M1 Lesson 16: Use the commutative property to find larger totals.</p> <p>1 M3 Lesson 1: Group to make ten when there are three parts.</p> <p>1 M3 Lesson 2: Make ten with three addends.</p> <p>1 M3 Lesson 3: Represent and solve three-addend word problems.</p> <p>1 M3 Lesson 4: Use properties of addition to make three-addend expressions easier.</p> <p>1 M3 Lesson 5: Make ten when an addend is 5.</p> <p>1 M3 Lesson 6: Make ten when the first addend is 9.</p> <p>1 M3 Lesson 7: Make ten when the first addend is 8 or 9.</p> <p>1 M3 Lesson 8: Make ten when the second addend is 8 or 9.</p> <p>1 M3 Lesson 9: Make ten with either addend.</p> <p>1 M3 Lesson 10: Make ten when there are three addends.</p> <p>1 M3 Lesson 11: Represent and compare related situation equations, part 1.</p> <p>1 M3 Lesson 12: Represent and compare related situation equations, part 2.</p> <p>1 M3 Lesson 13: Count on to make ten within 20.</p> <p>1 M3 Lesson 14: Count on to make the next ten within 100.</p> <p>1 M3 Lesson 26: Pose and solve varied word problems.</p> |
| <p>AR.C.2.1.OA.B.4</p> <p>Understand subtraction as an unknown–addend problem.</p> | <p>1 M2 Lesson 17: Use related addition facts to subtract from 10.</p> <p>1 M2 Lesson 18: Use related addition facts to subtract.</p> <p>1 M2 Lesson 19: Determine the value of the unknown in various positions.</p> |

Maine Mathematics Standards

Aligned Components of *Eureka Math*²

AR.C.2.1.OA.C.5

Relate counting to addition and subtraction (e.g., by counting on 2 to add 2).

- 1 M1 Lesson 7: Count all or count on to solve *put together with total unknown* situations.
- 1 M1 Lesson 8: Count on from a known part and identify both parts in a total.
- 1 M1 Lesson 9: Count on from both parts and record part–total relationships.
- 1 M1 Lesson 10: Count on from 5 within a set.
- 1 M1 Lesson 11: See any part in a set and count on.
- 1 M1 Lesson 12: Count on from 10 to find an unknown total.
- 1 M1 Lesson 13: Count on from an addend in *add to with result unknown* situations.
- 1 M1 Lesson 14: Count on to find the total of an addition expression.
- 1 M1 Lesson 17: Add 0 and 1 to any number.
- 1 M1 Lesson 23: Find the totals of doubles +1 facts.
- 1 M1 Lesson 24: Use known facts to make easier problems.
- 1 M2 Lesson 2: Subtract all or subtract 0.
- 1 M2 Lesson 3: Subtract 1 or subtract 1 less than the total.
- 1 M2 Lesson 4: Use fingers to subtract 4, 5, and 6 efficiently.
- 1 M2 Lesson 7: Count on or count back to solve related addition and subtraction problems.
- 1 M2 Lesson 16: Compare the efficiency of counting on and counting back to subtract.

Maine Mathematics Standards

Aligned Components of *Eureka Math*²**AR.C.2.1.OA.C.6**

Add and subtract within 20, demonstrating fluency for addition and subtraction within 10. Use strategies such as counting on; making ten (e.g., $8 + 6 = 8 + 2 + 4 = 10 + 4 = 14$); decomposing a number leading to a ten (e.g., $13 - 4 = 13 - 3 - 1 = 10 - 1 = 9$); using the relationship between addition and subtraction (e.g., knowing that $8 + 4 = 12$, one knows $12 - 8 = 4$); and creating equivalent but easier or known sums (e.g., adding $6 + 7$ by creating the known equivalent $6 + 6 + 1 = 12 + 1 = 13$).

1 M1 Lesson 14: Count on to find the total of an addition expression.

1 M1 Lesson 17: Add 0 and 1 to any number.

1 M1 Lesson 20: Find all two-part expressions equal to 6.

1 M1 Lesson 21: Find all two-part expressions equal to 7 and 8.

1 M1 Lesson 22: Find all two-part expressions equal to 9 and 10.

1 M1 Lesson 23: Find the totals of doubles +1 facts.

1 M1 Lesson 24: Use known facts to make easier problems.

1 M2 Lesson 2: Subtract all or subtract 0.

1 M2 Lesson 3: Subtract 1 or subtract 1 less than the total.

1 M2 Lesson 4: Use fingers to subtract 4, 5, and 6 efficiently.

1 M2 Lesson 7: Count on or count back to solve related addition and subtraction problems.

1 M2 Lesson 16: Compare the efficiency of counting on and counting back to subtract.

1 M3 Lesson 1: Group to make ten when there are three parts.

1 M3 Lesson 4: Use properties of addition to make three-addend expressions easier.

1 M3 Lesson 5: Make ten when an addend is 5.

1 M3 Lesson 6: Make ten when the first addend is 9.

1 M3 Lesson 7: Make ten when the first addend is 8 or 9.

1 M3 Lesson 8: Make ten when the second addend is 8 or 9.

1 M3 Lesson 9: Make ten with either addend.

1 M3 Lesson 10: Make ten when there are three addends.

1 M3 Lesson 13: Count on to make ten within 20.

1 M3 Lesson 14: Count on to make the next ten within 100.

1 M3 Lesson 17: Add a two-digit number and a one-digit number.

1 M3 Lesson 18: Subtract a one-digit number from a two-digit number.

| Maine Mathematics Standards | Aligned Components of <i>Eureka Math</i> ² |
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| <p>AR.C.2.1.OA.C.6 <i>continued</i></p> | <p>1 M3 Lesson 20: Use strategies to subtract from a teen number.</p> <p>1 M3 Lesson 21: Take from ten to subtract from a teen number, part 1.</p> <p>1 M3 Lesson 22: Take from ten to subtract from a teen number, part 2.</p> <p>1 M3 Lesson 23: Subtract by counting on.</p> <p>1 M3 Lesson 24: Decompose the subtrahend to count back.</p> <p>1 M3 Lesson 25: Choose a strategy to make an easier problem.</p> |
| <p>AR.C.2.1.OA.D.7</p> <p>Understand the meaning of the equal sign and determine if equations involving addition and subtraction are true or false.</p> | <p>1 M1 Lesson 18: Determine whether number sentences are true or false.</p> <p>1 M1 Lesson 19: Reason about the meaning of the equal sign.</p> <p>1 M1 Lesson 24: Use known facts to make easier problems.</p> <p>1 M2 Lesson 20: Add or subtract to make groups equal.</p> <p>1 M5 Lesson 18: Determine if number sentences involving addition and subtraction are true or false.</p> <p>1 M5 Lesson 22: Decompose both addends and add like units.</p> <p>1 M5 Lesson 23: Decompose an addend and add tens first.</p> <p>1 M5 Lesson 24: Decompose an addend to make the next ten.</p> <p>1 M5 Lesson 25: Compare equivalent expressions used to solve two-digit addition equations.</p> |
| <p>AR.C.2.1.OA.D.8</p> <p>Determine the unknown whole number in an addition or subtraction equation relating three whole numbers.</p> | <p>1 M2 Lesson 10: Represent and find an unknown addend in equations.</p> <p>1 M2 Lesson 12: Represent and find an unknown subtrahend in equations.</p> <p>1 M2 Lesson 13: Represent and solve <i>add to</i> and <i>take from with change unknown</i> problems.</p> <p>1 M2 Lesson 15: Relate counting on and counting back to find an unknown part.</p> <p>1 M2 Lesson 19: Determine the value of the unknown in various positions.</p> |

Geometric Reasoning—Geometry

GR.C.1 Identify, describe, analyze, compare, create, and compose shapes based on their attributes.

| Maine Mathematics Standards | Aligned Components of <i>Eureka Math</i> ² |
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| <p>GR.C.1.1.G.A.1</p> <p>Distinguish between defining attributes (e.g., triangles are closed and three-sided) versus non-defining attributes (e.g., color, orientation, overall size); build and draw shapes to possess defining attributes.</p> | <p>1 M6 Lesson 1: Name two-dimensional shapes based on the number of sides.</p> <p>1 M6 Lesson 2: Sort and name two-dimensional shapes based on attributes.</p> <p>1 M6 Lesson 3: Draw two-dimensional shapes and identify defining attributes.</p> <p>1 M6 Lesson 4: Name solid shapes and describe their attributes.</p> <p>1 M6 Lesson 5: Reason about the functionality of three-dimensional shapes based on their attributes.</p> |
| <p>GR.C.1.1.G.A.2</p> <p>Compose two-dimensional shapes (rectangles, squares, trapezoids, triangles, half-circles, and quarter-circles) or three-dimensional shapes (cubes, right rectangular prisms, right circular cones, and right circular cylinders) to create a composite shape, and compose new shapes from the composite shape.</p> | <p>1 M6 Lesson 6: Create composite shapes and identify shapes within two- and three-dimensional composite shapes.</p> <p>1 M6 Lesson 7: Create new composite shapes by adding a shape.</p> <p>1 M6 Lesson 8: Combine identical composite shapes.</p> <p>1 M6 Lesson 9: Relate the size of a shape to how many are needed to compose a new shape.</p> |
| <p>GR.C.1.1.G.A.3</p> <p>Partition circles and rectangles into two and four equal shares, describe the shares using the words <i>halves</i>, <i>fourths</i>, and <i>quarters</i>, and use the phrases <i>half of</i>, <i>fourth of</i>, and <i>quarter of</i>. Describe the whole as two of, or four of the shares. Understand for these examples that decomposing into more equal shares creates smaller shares.</p> | <p>1 M6 Lesson 10: Reason about equal and not equal shares.</p> <p>1 M6 Lesson 11: Name equal shares as halves or fourths.</p> <p>1 M6 Lesson 12: Partition shapes into halves, fourths, and quarters.</p> <p>1 M6 Lesson 13: Relate the number of equal shares to the size of the shares.</p> |

Statistical Reasoning—Measurement & Data

SR.C.1 Describe and compare measurable attributes.

| Maine Mathematics Standards | Aligned Components of <i>Eureka Math</i> ² |
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| <p>SR.C.1.1.MD.A.1</p> <p>Order three objects by length; compare the lengths of two objects indirectly by using a third object.</p> | <p>1 M4 Lesson 1: Compare and order objects by length.</p> <p>1 M4 Lesson 2: Reason to order and compare heights.</p> <p>1 M4 Lesson 3: Compare the lengths of two objects indirectly by using a third object.</p> <p>1 M4 Lesson 5: Measure and compare lengths.</p> <p>1 M4 Lesson 6: Measure and order lengths.</p> |
| <p>SR.C.1.1.MD.A.2</p> <p>Express the length of an object as a whole number of length units, by laying multiple copies of a shorter object (the length unit) end to end; understand that the length measurement of an object is the number of same-size length units that span it with no gaps or overlaps.</p> | <p>1 M4 Lesson 4: Measure accurately with centimeter cubes.</p> <p>1 M4 Lesson 5: Measure and compare lengths.</p> <p>1 M4 Lesson 6: Measure and order lengths.</p> <p>1 M4 Lesson 7: Use 10-centimeter sticks and centimeter cubes to measure.</p> <p>1 M4 Lesson 8: Draw to represent a length measurement.</p> <p>1 M4 Lesson 9: Represent a total length as units of tens and ones.</p> <p>1 M4 Lesson 10: Compare to find how much longer.</p> <p>1 M4 Lesson 11: Compare to find how much shorter.</p> <p>1 M4 Lesson 14: Measure to find patterns.</p> |

Statistical Reasoning—Measurement & Data

SR.C.2 Represent and interpret data.

| Maine Mathematics Standards | Aligned Components of <i>Eureka Math</i> ² |
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| <p>SR.C.2.1.MD.C.4</p> <p>Organize, represent, and interpret data with up to three categories; ask and answer questions about the total number of data points, how many in each category, and how many more or less are in one category than in another.</p> | <p>1 M1 Lesson 2: Organize and represent data to compare two categories.</p> <p>1 M1 Lesson 3: Sort to represent and compare data with three categories.</p> <p>1 M1 Lesson 4: Find the total number of data points and compare categories in a picture graph.</p> <p>1 M1 Lesson 5: Organize and represent categorical data.</p> <p>1 M1 Lesson 6: Use tally marks to represent and compare data.</p> <p>1 M2 Lesson 23: Compare categories in a graph to figure out how many more.</p> |

Statistical Reasoning—Measurement & Data

SR.C.4 Work with time and money.

| Maine Mathematics Standards | Aligned Components of <i>Eureka Math</i> ² |
|--|---|
| <p>SR.C.4.1.MD.B.3</p> <p>Tell and write time in hours and half-hours using analog and digital clocks.</p> | <p>1 M5 Lesson 1: Tell time to the hour and half hour by using digital and analog clocks.</p> <p>1 M6 Lesson 14: Tell time to the half hour with the term <i>half past</i>.</p> <p>1 M6 Lesson 15: Reason about the location of the hour hand to tell time.</p> |
| <p>SR.C.4.1.MD.D.5</p> <p>Identify the coins and each corresponding value (e.g., penny, nickel, dime, and quarter).</p> | <p><i>Supplemental material is necessary to address this standard.</i></p> |