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## Prekindergarten | Maine's Early Learning and Development Standards (2015) Correlation to *Eureka Math*<sup>2</sup>® (2027)

*Eureka Math*<sup>2</sup> 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*<sup>2</sup> 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*<sup>2</sup> 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*<sup>2</sup> 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*<sup>2</sup> 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*<sup>2</sup> 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*<sup>2</sup> 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.

Mathematical Practices	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>MELDS.M.MP.PS.1</b> Approaches math with enthusiasm.</p>	<p>Lessons in every module engage students in mathematical practices.</p>
<p><b>MELDS.M.MP.PS.2</b> Associates math with engaging classroom materials and activities.</p>	<p>Lessons in every module engage students in mathematical practices.</p>
<p><b>MELDS.M.MP.PS.3</b> Recognizes the usefulness of math in everyday tasks.</p>	<p>Lessons in every module engage students in mathematical practices.</p>
<p><b>MELDS.M.MP.PS.4</b> Uses math to solve problems in the context of classroom and home experiences.</p>	<p>Lessons in every module engage students in mathematical practices.</p>
<p><b>MELDS.M.MP.PS.5</b> Represents mathematical concepts using manipulatives.</p>	<p>Lessons in every module engage students in mathematical practices.</p>
<p><b>MELDS.M.MP.PS.6</b> Uses math-related skills, such as sorting, counting, and matching in the course of everyday classroom experiences.</p>	<p>Lessons in every module engage students in mathematical practices.</p>
<p><b>MELDS.M.MP.PS.7</b> Uses math terms in the course of everyday conversations.</p>	<p>Lessons in every module engage students in mathematical practices.</p>

**Math**

**Counting and Cardinality Cluster**

**Maine’s Early Learning and Development Standards**

**Aligned Components of *Eureka Math*<sup>2</sup>**

<p><b>MELDS.M.CCC.PS.1</b></p> <p>Rote counts to 20 and beyond by ones with increasing accuracy</p>	<p><i>This standard is addressed by Fluency Anytime activities suggested for each module.</i></p> <p><i>Supplemental material is necessary to fully address rote counting beyond 20.</i></p>
<p><b>MELDS.M.CCC.PS.2</b></p> <p>Recognizes and names written numerals 0–10</p>	<p>PK M1 Lesson 10: Written Numbers</p> <p>PK M1 Lesson 11: Match Game</p> <p>PK M1 Lesson 12: Count the Math Way</p> <p>PK M1 Lesson 13: Rosetta Stone</p> <p>PK M1 Lesson 14: Rice Scoops</p> <p>PK M1 Lesson 16: Number Recipe</p> <p>PK M1 Lesson 17: Bean Bag Toss</p> <p>PK M1 Lesson 21: How Many Ways?</p> <p>PK M1 Lesson 22: Animal Sort</p> <p>PK M1 Lesson 25: More Written Numbers</p> <p>PK M1 Lesson 29: Match Game</p> <p>PK M1 Lesson 31: Match or No Match?</p> <p>PK M1 Lesson 32: Make It Match</p> <p>PK M1 Lesson 34: Culminating Activity</p> <p>PK M6 Topic A: Project: Create a Business</p> <p>PK M6 Topic B: Project: Plan a Celebration</p>

**Maine's Early Learning and Development Standards**

**Aligned Components of *Eureka Math*<sup>2</sup>**

<p><b>MELDS.M.CCC.PS.3</b></p> <p>Subitizes to determine how many (recognizes small quantities immediately)</p>	<p>PK M1 Lesson 7: Animal Count</p> <p>PK M1 Lesson 11: Match Game</p> <p>PK M1 Lesson 29: Match Game</p> <p>PK M3 Lesson 7: Do You See 5?</p>
<p><b>MELDS.M.CCC.PS.4</b></p> <p>Recognizes the relationship between numbers and quantities: connect counting to cardinality (0–10)</p>	<p>PK M1 Lesson 7: Animal Count</p> <p>PK M1 Lesson 8: Let's Count!</p> <p>PK M1 Lesson 9: How Many?</p> <p>PK M1 Lesson 15: Let's Count!</p> <p>PK M1 Lesson 24: Mystery Eggs</p> <p>PK M1 Lesson 28: Counting with Puppet</p> <p>PK M1 Lesson 29: Match Game</p> <p>PK M1 Lesson 30: Let's Count and Record!</p> <p>PK M1 Lesson 34: Culminating Activity</p> <p>PK M2 Lesson 17: Let's Count and Record!</p> <p>PK M3 Lesson 7: Do You See 5?</p> <p>PK M3 Lesson 9: Decompose 6 and 7</p> <p>PK M3 Lesson 10: Decompose 8 and 9</p> <p>PK M3 Lesson 11: Decompose 10</p> <p>PK M3 Lesson 17: Let's Count and Record!</p> <p>PK M6 Topic A: Project: Create a Business</p> <p>PK M6 Topic B: Project: Plan a Celebration</p>

**Maine’s Early Learning and Development Standards**

**Aligned Components of *Eureka Math*<sup>2</sup>**

<p><b>MELDS.M.CCC.PS.5</b></p> <p>Shows understanding that the last number name spoken tells the number of objects counted up to 10 (cardinality)</p>	<p>PK M1 Lesson 8: Let’s Count!</p> <p>PK M1 Lesson 14: Rice Scoops</p> <p>PK M1 Lesson 15: Let’s Count!</p> <p>PK M1 Lesson 30: Let’s Count and Record!</p> <p>PK M2 Lesson 17: Let’s Count and Record!</p> <p>PK M3 Lesson 17: Let’s Count and Record!</p> <p>PK M4 Lesson 17: Let’s Count and Compare!</p> <p>PK M6 Topic A: Project: Create a Business</p> <p>PK M6 Topic C: Project: Care for Our Space</p>
<p><b>MELDS.M.CCC.PS.6</b></p> <p>Shows understanding that the number of objects is the same regardless of their arrangement or the order in which they were counted</p>	<p>PK M1 Lesson 8: Let’s Count!</p> <p>PK M1 Lesson 14: Rice Scoops</p> <p>PK M1 Lesson 15: Let’s Count!</p> <p>PK M1 Lesson 30: Let’s Count and Record!</p> <p>PK M2 Lesson 17: Let’s Count and Record!</p> <p>PK M3 Lesson 17: Let’s Count and Record!</p> <p>PK M6 Topic A: Project: Create a Business</p> <p>PK M6 Topic C: Project: Care for Our Space</p>
<p><b>MELDS.M.CCC.PS.7</b></p> <p>Begins to write number symbols 0–10</p>	<p>PK M1 Lesson 10: Written Numbers</p> <p>PK M1 Lesson 11: Match Game</p> <p>PK M1 Lesson 12: Count the Math Way</p> <p>PK M1 Lesson 13: Rosetta Stone</p> <p>PK M1 Lesson 14: Rice Scoops</p> <p>PK M1 Lesson 16: Number Recipe</p>

**Maine’s Early Learning and Development Standards**

**Aligned Components of *Eureka Math*<sup>2</sup>**

<p><b>MELDS.M.CCC.PS.7 <i>continued</i></b></p>	<p>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</p>
<p><b>MELDS.M.CCC.PS.8</b>                  Identifies whether the number of objects in one group is greater than, less than, or equal to the number of objects in another group up to 10</p>	<p>PK M4 Lesson 14: More or Fewer                  PK M4 Lesson 15: Trains                  PK M4 Lesson 16: Are There Enough?                  PK M4 Lesson 17: Let’s Count and Compare!                  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</p>

## Math

### Operations and Algebraic Thinking

#### Maine's Early Learning and Development Standards

#### Aligned Components of *Eureka Math*<sup>2</sup>

Maine's Early Learning and Development Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<b>MELDS.M.OAT.PS.1</b> Associates quantity with a number name or written numeral	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

**Maine's Early Learning and Development Standards**

**Aligned Components of *Eureka Math*<sup>2</sup>**

<p><b>MELDS.M.OAT.PS.2</b></p> <p>Counts using 1:1 correspondence with increasing accuracy</p>	<p>PK M1 Lesson 7: Animal Count</p> <p>PK M1 Lesson 8: Let's Count!</p> <p>PK M1 Lesson 15: Let's Count!</p> <p>PK M1 Lesson 18: Forest Path Game</p> <p>PK M1 Lesson 30: Let's Count and Record!</p> <p>PK M2 Lesson 17: Let's Count and Record!</p> <p>PK M3 Lesson 17: Let's Count and Record!</p> <p>PK M4 Lesson 17: Let's Count and Compare!</p> <p>PK M5 Lesson 24: Let's Count and Record!</p> <p>PK M6 Topic A: Project: Create a Business</p> <p>PK M6 Topic B: Project: Plan a Celebration</p> <p>PK M6 Topic C: Project: Care for Our Space</p>
<p><b>MELDS.M.OAT.PS.3</b></p> <p>Represents addition and subtraction with fingers, drawing, acting out situations and verbal explanation</p>	<p>PK M5 Lesson 2: 1 Less</p> <p>PK M5 Lesson 3: 1 More, 1 Less</p> <p>PK M5 Lesson 4: 1 More, 1 Less the Math Way</p> <p>PK M5 Lesson 5: Market Math</p> <p>PK M5 Lesson 6: Dinosaur Splash</p> <p>PK M5 Lesson 7: Draw Math Stories: Addition</p> <p>PK M5 Lesson 8: Math Tools</p> <p>PK M5 Lesson 9: Mental Movies: Addition</p> <p>PK M5 Lesson 10: Train Stories: Addition</p> <p>PK M5 Lesson 15: Under the Sea</p> <p>PK M5 Lesson 16: Show and Hide Fingers</p> <p>PK M5 Lesson 17: Draw Math Stories: Subtraction</p>

**Maine’s Early Learning and Development Standards**

**Aligned Components of *Eureka Math*<sup>2</sup>**

<p><b>MELDS.M.OAT.PS.3 <i>continued</i></b></p>	<p>PK M5 Lesson 18: Represent Puffins at the Sea                  PK M5 Lesson 19: Mental Movies: Subtraction                  PK M5 Lesson 20: Train Stories: Subtraction                  PK M6 Topic C: Project: Care for Our Space</p>
<p><b>MELDS.M.OAT.PS.4</b>                  Uses concrete objects to model real-world addition and subtraction up to 5 (composing and decomposing numbers)</p>	<p>PK M5 Lesson 5: Market Math                  PK M5 Lesson 6: Dinosaur Splash                  PK M5 Lesson 9: Mental Movies: Addition                  PK M5 Lesson 10: Train Stories: Addition                  PK M5 Lesson 11: Break Apart 5                  PK M5 Lesson 15: Under the Sea                  PK M5 Lesson 19: Mental Movies: Subtraction                  PK M5 Lesson 20: Train Stories: Subtraction                  PK M6 Topic C: Project: Care for Our Space</p>
<p><b>MELDS.M.OAT.PS.5</b>                  Acts out and solves story problems using sets of up to ten objects</p>	<p>PK M5 Lesson 2: 1 Less                  PK M5 Lesson 5: Market Math                  PK M5 Lesson 6: Dinosaur Splash                  PK M5 Lesson 9: Mental Movies: Addition                  PK M5 Lesson 10: Train Stories: Addition                  PK M5 Lesson 15: Under the Sea                  PK M5 Lesson 18: Represent Puffins at the Sea                  PK M5 Lesson 19: Mental Movies: Subtraction                  PK M5 Lesson 20: Train Stories: Subtraction                  PK M6 Topic C: Project: Care for Our Space</p>

**Math**

**Geometry**

Maine’s Early Learning and Development Standards	Aligned Components of <i>Eureka Math</i> <sup>2</sup>
<p><b>MELDS.M.G.PS.1</b></p> <p>Describes, sorts and classifies shapes using some attributes such as size, sides, and other properties</p>	<p>PK M2 Lesson 4: Shapes in Art</p> <p>PK M2 Lesson 5: Circles</p> <p>PK M2 Lesson 6: Sort the Shapes</p> <p>PK M2 Lesson 7: Triangles, Rectangles, and Square Rectangles</p> <p>PK M2 Lesson 8: Shape Games</p> <p>PK M2 Lesson 14: Puppet’s Picture</p>
<p><b>MELDS.M.G.PS.2</b></p> <p>Discovers connections between formal geometric shapes and the surrounding environment</p>	<p>PK M2 Lesson 4: Shapes in Art</p> <p>PK M2 Lesson 9: Shape Pictures</p> <p>PK M2 Lesson 16: Pyramids!</p> <p><i>This standard is addressed by Math Anytime activities suggested for module 2.</i></p>
<p><b>MELDS.M.G.PS.3</b></p> <p>Combines materials to make three-dimensional and two-dimensional shapes</p>	<p>PK M2 Lesson 9: Shape Pictures</p> <p>PK M2 Lesson 10: Shape Puzzles</p> <p>PK M2 Lesson 11: Build Shapes</p> <p>PK M2 Lesson 12: Build My Shape</p> <p>PK M2 Lesson 16: Pyramids!</p> <p>PK M6 Topic B: Project: Plan a Celebration</p>

**Maine's Early Learning and Development Standards**

**Aligned Components of *Eureka Math*<sup>2</sup>**

<p><b>MELDS.M.G.PS.4</b></p> <p>Breaks down shapes into parts and wholes</p>	<p>PK M2 Lesson 9: Shape Pictures</p> <p>PK M2 Lesson 10: Shape Puzzles</p> <p>PK M2 Lesson 13: Shape Towers</p> <p>PK M2 Lesson 14: Puppet's Picture</p> <p>PK M2 Lesson 16: Pyramids!</p> <p>PK M3 Lesson 1: How Many Parts?</p> <p>PK M3 Lesson 2: Bunny Puzzles</p> <p>PK M6 Topic B: Project: Plan a Celebration</p>
<p><b>MELDS.M.G.PS.5</b></p> <p>Initiates activities that indicate understanding of directionality</p>	<p>PK M2 Lesson 1: Where Is Rosie?</p> <p>PK M2 Lesson 2: Use the Clues</p> <p>PK M2 Lesson 3: Build a Map</p> <p>PK M2 Lesson 8: Shape Games</p>
<p><b>MELDS.M.G.PS.6</b></p> <p>Uses orientation and directionality words such as slides, flips and turns as shapes are manipulated</p>	<p>PK M2 Lesson 10: Shape Puzzles</p> <p>PK M2 Lesson 16: Pyramids!</p> <p>PK M3 Lesson 1: How Many Parts?</p> <p>PK M3 Lesson 2: Bunny Puzzles</p> <p><i>Supplemental material is necessary to address directionality words.</i></p>
<p><b>MELDS.M.G.PS.7</b></p> <p>Uses symbols and/or objects to indicate beginning understanding of relative positions in space (i.e., creates simple maps; follows directions during nature walks)</p>	<p>PK M2 Lesson 1: Where Is Rosie?</p> <p>PK M2 Lesson 2: Use the Clues</p> <p>PK M2 Lesson 3: Build a Map</p> <p>PK M2 Lesson 8: Shape Games</p>

**Maine’s Early Learning and Development Standards**

**Aligned Components of *Eureka Math*<sup>2</sup>**

<p><b>MELDS.M.G.PS.8</b></p> <p>Demonstrates or describes relative positions of objects, using words such as <i>up, down, beside, over</i></p>	<p>PK M2 Lesson 1: Where Is Rosie?</p> <p>PK M2 Lesson 2: Use the Clues</p> <p>PK M2 Lesson 3: Build a Map</p> <p>PK M2 Lesson 8: Shape Games</p>
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**Math**

**Measurement and Data**

**Maine’s Early Learning and Development Standards**

**Aligned Components of *Eureka Math*<sup>2</sup>**

<p><b>MELDS.M.MD.PS.1</b></p> <p>Describes, sorts and classifies groups of objects using one or more attribute</p>	<p>PK M1 Lesson 1: Make a Match</p> <p>PK M1 Lesson 2: Same and Different</p> <p>PK M1 Lesson 3: Crayon Group</p> <p>PK M1 Lesson 4: Crayon and Marker Sort</p> <p>PK M1 Lesson 5: Sorting Bags</p> <p>PK M1 Lesson 20: Character Sort</p> <p>PK M1 Lesson 21: How Many Ways?</p> <p>PK M1 Lesson 22: Animal Sort</p> <p>PK M1 Lesson 23: Story Cards</p> <p>PK M1 Lesson 24: Mystery Eggs</p> <p>PK M1 Lesson 34: Culminating Activity</p> <p>PK M2 Lesson 6: Sort the Shapes</p> <p>PK M6 Topic A: Project: Create a Business</p>
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**Maine’s Early Learning and Development Standards**

**Aligned Components of *Eureka Math*<sup>2</sup>**

<p><b>MELDS.M.MD.PS.2</b></p> <p>Identifies and compares measurable attributes of everyday objects, using appropriate vocabulary (e.g., <i>long, short, tall, heavy, light, big, small, full, empty</i>)</p>	<p>PK M4 Lesson 1: Big or Small</p> <p>PK M4 Lesson 2: Puppet’s Bed</p> <p>PK M4 Lesson 3: Explore Capacity</p> <p>PK M4 Lesson 4: How Much Juice?</p> <p>PK M4 Lesson 5: Tall or Short</p> <p>PK M4 Lesson 6: Compare Heights</p> <p>PK M4 Lesson 7: Compare Lengths</p> <p>PK M4 Lesson 8: Compare by Using Numbers</p> <p>PK M4 Lesson 9: Straw Line Up</p> <p>PK M4 Lesson 10: Heavy or Light</p> <p>PK M4 Lesson 11: Compare Weights</p> <p>PK M4 Lesson 12: Balance Scale</p> <p>PK M4 Lesson 13: Collect Data and Compare</p> <p>PK M4 Lesson 21: How Many Scoops?</p> <p>PK M4 Lesson 22: Compare Attributes</p> <p>PK M6 Topic C: Project: Care for Our Space</p>
<p><b>MELDS.M.MD.PS.3</b></p> <p>Begins to identify such words as “first,” “next,” and “last”</p>	<p>PK M2 Lesson 2: Use the Clues</p> <p>PK M5 Lesson 21: Create Patterns</p> <p>PK M6 Topic B: Project: Plan a Celebration</p>
<p><b>MELDS.M.MD.PS.4</b></p> <p>Uses discrete attributes to order and seriate materials</p>	<p>PK M4 Lesson 8: Compare by Using Numbers</p> <p>PK M4 Lesson 15: Trains</p> <p><i>Supplemental material is necessary to fully address this standard.</i></p>

**Maine's Early Learning and Development Standards**

**Aligned Components of *Eureka Math*<sup>2</sup>**

<p><b>MELDS.M.MD.PS.5</b></p> <p>Recognizes, duplicates, creates, and extends simple patterns using objects</p>	<p>PK M3 Lesson 18: Pattern Units</p> <p>PK M3 Lesson 19: Number Cha-Cha</p> <p>PK M3 Lesson 20: Find the Missing Piece</p> <p>PK M3 Lesson 21: A Story in Strings</p> <p>PK M3 Lesson 22: Red Light, Green Light!</p> <p>PK M5 Lesson 21: Create Patterns</p> <p>PK M5 Lesson 22: Music and Movement</p> <p>PK M5 Lesson 23: Patterns Everywhere</p> <p>PK M6 Topic B: Project: Plan a Celebration</p>
<p><b>MELDS.M.MD.PS.6</b></p> <p>Uses past and future tenses and time words appropriately</p>	<p><i>Supplemental material is necessary to address this standard.</i></p>
<p><b>MELDS.M.MD.PS.7</b></p> <p>Begins to understand concepts such as yesterday, today, and tomorrow</p>	<p><i>Supplemental material is necessary to address this standard.</i></p>
<p><b>MELDS.M.MD.PS.8</b></p> <p>Responds to questions that can be answered through data analysis</p>	<p>PK M4 Lesson 4: How Much Juice?</p> <p>PK M4 Lesson 13: Collect Data and Compare</p> <p>PK M4 Lesson 18: How Many Crayons?</p> <p>PK M4 Lesson 19: Compare Groups</p> <p>PK M6 Topic A: Project: Create a Business</p> <p>PK M6 Topic B: Project: Plan a Celebration</p> <p>PK M6 Topic C: Project: Care for Our Space</p>

**Maine’s Early Learning and Development Standards**

**Aligned Components of *Eureka Math*<sup>2</sup>**

<p><b>MELDS.M.MD.PS.9</b></p> <p>Represents data using simple charts and graphs (2-D or 3-D)</p>	<p>PK M4 Lesson 18: How Many Crayons?</p> <p>PK M4 Lesson 19: Compare Groups</p> <p>PK M6 Topic A: Project: Create a Business</p> <p>PK M6 Topic B: Project: Plan a Celebration</p> <p>PK M6 Topic C: Project: Care for Our Space</p>
<p><b>MELDS.M.MD.PS.10</b></p> <p>Uses non-standard units of measurement to measure objects; notices similarities and differences</p>	<p>PK M4 Lesson 21: How Many Scoops?</p> <p>PK M6 Topic C: Project: Care for Our Space</p> <p><i>Supplemental material is necessary to fully address this standard.</i></p>
<p><b>MELDS.M.MD.PS.11</b></p> <p>Connects measurement terms and concepts in everyday life</p>	<p>PK M6 Topic C: Project: Care for Our Space</p> <p><i>This standard is addressed by Math Anytime activities suggested for module 4.</i></p>