Grade 2 | North Dakota Mathematics K–12 Standards (2018) Correlation to *Eureka Math²® (2027)*

Eureka Math² 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 Math²* 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 Math² 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 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 into the teacher materials.

Accessibility

Eureka Math² 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 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.

Math Confidence

Eureka Math² 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.

Math Attributes	Aligned Components of *Eureka Math²*
K–2.MA.P Learners can identify and use strategies to problem-solve situations and determine an appropriate solution.	2 M2 Lesson 7: Solve word problems by using simplifying strategies for addition. 2 M2 Lesson 13: Represent and solve *take from* word problems. G2 M2 Lesson 19: Solve word problems with simplifying strategies for subtraction. 2 M4 Lesson 22: Solve compare with smaller unknown word problems. Lessons in every module engage students in math attributes. These are indicated in margin notes included with every lesson.
K–2.MA.C Learners can make connections and demonstrate relationships using words, pictures, or symbols.	Lessons in every module engage students in math attributes. These are indicated in margin notes included with every lesson.
K–2.MA.R Learners can use prior knowledge and experiences to explain their thinking.	Lessons in every module engage students in math attributes. These are indicated in margin notes included with every lesson.

Number and Operations: Learners will develop a foundational understanding of the number system, operations, and computational fluency to create connections and solve problems within and across concepts.

2.NO.CC Counting and Cardinality: Learners will understand the relationship between numerical symbols, names, quantities, and counting sequences.

North Dakota Mathematics K–12 Standards	Aligned Components of *Eureka Math²*
2.NO.CC.1 Count forward from any given number within 1,000.	2 M1 Lesson 21: Count efficiently within 1,000 by using ones, tens, and hundreds. 2 M1 Lesson 22: Use counting strategies to solve *add to with change unknown* word problems. 2 M1 Lesson 23: Organize, count, and record a collection of objects. 2 M1 Lesson 24: Count up to 1,000 by using place value units. 2 M1 Lesson 29: Count by $1, $10, and $100. 2 M1 Lesson 30: Determine how many $10 bills are equal to $1,000. 2 M1 Lesson 37: Organize, count, represent, and compare a collection of objects. 2 M3 Lesson 17: Relate the clock to a number line to count by fives. 2 M3 Lesson 18: Tell time to the nearest 5 minutes.
2.NO.CC.2 Count backward from any given number within 1,000.	2 M1 Lesson 22: Use counting strategies to solve *add to with change unknown* word problems. *Supplemental material is necessary to fully address this standard.*
2.NO.CC.3 Read and write numbers up to 1,000 using standard, word, and expanded forms.	2 M1 Lesson 23: Organize, count, and record a collection of objects. 2 M1 Lesson 26: Write base-ten numbers in expanded form. 2 M1 Lesson 27: Read, write, and relate base-ten numbers in all forms. 2 M1 Lesson 31: Count the total value of ones, tens, and hundreds with place value disks. 2 M1 Lesson 38: Compare numbers in different forms.

North Dakota Mathematics K–12 Standards	Aligned Components of *Eureka Math²*
2.NO.CC.4 Skip count forward and backward by 2s and 100s and recognize the patterns of skip counts.	2 M1 Lesson 21: Count efficiently within 1,000 by using ones, tens, and hundreds. 2 M1 Lesson 22: Use counting strategies to solve *add to with change unknown* word problems. 2 M1 Lesson 23: Organize, count, and record a collection of objects. 2 M1 Lesson 24: Count up to 1,000 by using place value units. 2 M1 Lesson 29: Count by $1, $10, and $100. 2 M1 Lesson 30: Determine how many $10 bills are equal to $1,000. 2 M1 Lesson 37: Organize, count, represent, and compare a collection of objects. 2 M6 Lesson 14: Relate doubles to even numbers and write equations to express the sums.

Number and Operations: Learners will develop a foundational understanding of the number system, operations, and computational fluency to create connections and solve problems within and across concepts.

2.NO.NBT Base Ten: Learners will understand the place value structure of the base-ten number system and represent, compare, and perform operations with multi-digit whole numbers and decimals.

North Dakota Mathematics K–12 Standards	Aligned Components of *Eureka Math²*
2.NO.NBT.1 Understand that the three digits of a three-digit number represent a composition of some hundreds, some tens, and some ones.	2 M1 Lesson 20: Count and bundle ones, tens, and hundreds to 1,000. 2 M1 Lesson 23: Organize, count, and record a collection of objects. 2 M1 Lesson 24: Count up to 1,000 by using place value units. 2 M1 Lesson 25: Write three-digit numbers in unit form and show the value that each digit represents. 2 M1 Lesson 27: Read, write, and relate base-ten numbers in all forms. 2 M1 Lesson 28: Use place value understanding to count and exchange $1, $10, and $100 bills. 2 M1 Lesson 30: Determine how many $10 bills are equal to $1,000. 2 M1 Lesson 31: Count the total value of ones, tens, and hundreds with place value disks. 2 M1 Lesson 32: Exchange 10 ones for 1 ten, 10 tens for 1 hundred, and 10 hundreds for 1 thousand. 2 M1 Lesson 33: Model numbers with more than 9 ones or 9 tens. 2 M1 Lesson 34: Problem solve in situations with more than 9 ones or 9 tens.
2.NO.NBT.2 Compare two three-digit numbers using symbols >, <, and =. Justify comparisons based on the value of hundreds, tens, and ones.	2 M1 Lesson 35: Compare three-digit numbers by using >, =, and <. 2 M1 Lesson 36: Apply place value understanding to compare by using >, =, and <. 2 M1 Lesson 37: Organize, count, represent, and compare a collection of objects. 2 M1 Lesson 38: Compare numbers in different forms.

North Dakota Mathematics K–12 Standards	Aligned Components of *Eureka Math²*
2.NO.NBT.3 Add within 100 using place value strategies and/or the relationship between addition and subtraction.	2 M1 Lesson 15: Use a measuring tape as a number line to add efficiently. 2 M1 Lesson 16: Use a measuring tape as a number line to subtract efficiently. 2 M1 Lesson 17: Represent and solve comparison problems by using measurement contexts. 2 M1 Lesson 18: Solve *compare with difference unknown* word problems by using measurement contexts. 2 M1 Lesson 19: Solve *compare with difference unknown* word problems in various contexts. 2 M2 Lesson 1: Reason about addition with four addends. 2 M2 Lesson 8: Use concrete models to compose a ten. 2 M6 Lesson 18: Use various strategies to fluently add and subtract within 100 and know all sums and differences within 20 from memory.
2.NO.NBT.4 Subtract within 100 using place value strategies and/or the relationship between addition and subtraction.	2 M1 Lesson 15: Use a measuring tape as a number line to add efficiently. 2 M1 Lesson 16: Use a measuring tape as a number line to subtract efficiently. 2 M1 Lesson 17: Represent and solve comparison problems by using measurement contexts. 2 M1 Lesson 18: Solve *compare with difference unknown* word problems by using measurement contexts. 2 M1 Lesson 19: Solve *compare with difference unknown* word problems in various contexts. 2 M2 Lesson 20: Reason about when to unbundle a ten to subtract. 2 M2 Lesson 22: Use place value drawings to decompose a ten and relate them to written recordings. 2 M6 Lesson 18: Use various strategies to fluently add and subtract within 100 and know all sums and differences within 20 from memory.
2.NO.NBT.5 Mentally add or subtract 10 or 100 to or from a given number between 100 and 900.	2 M4 Lesson 1: Organize, count, and represent a collection of objects. 2 M4 Lesson 2: Mentally add and subtract multiples of 10 and 100 with unknowns in various positions. 2 M4 Lesson 3: Solve multi-step word problems and reason about equal expressions.

Number and Operations: Learners will develop a foundational understanding of the number system, operations, and computational fluency to create connections and solve problems within and across concepts.

2.NO.NF Fractions: Learners will understand fractions and equivalency to represent, compare, and perform operations of fractions and decimals.

North Dakota Mathematics K–12 Standards	Aligned Components of *Eureka Math²*
2.NO.NF.1 Partition circles and rectangles into two, three, or four equal shares. Describe the shares using the language of halves, thirds, fourths, half of, a third of, and a fourth of.	2 M3 Lesson 8: Create composite shapes by using equal parts and name them as halves, thirds, and fourths. 2 M3 Lesson 9: Interpret equal shares in composite shapes as halves, thirds, and fourths. 2 M3 Lesson 10: Partition circles and rectangles into equal parts and describe those parts as halves. 2 M3 Lesson 11: Partition circles and rectangles into equal parts, and describe those parts as halves, thirds, or fourths. 2 M3 Lesson 12: Describe a whole by the number of equal parts in halves, thirds, and fourths. 2 M3 Lesson 13: Recognize that equal parts of an identical rectangle can be different shapes.
2.NO.NF.2 Recognize that identical wholes can be equally divided in different ways.	2 M3 Lesson 8: Create composite shapes by using equal parts and name them as halves, thirds, and fourths. 2 M3 Lesson 9: Interpret equal shares in composite shapes as halves, thirds, and fourths. 2 M3 Lesson 10: Partition circles and rectangles into equal parts and describe those parts as halves. 2 M3 Lesson 11: Partition circles and rectangles into equal parts, and describe those parts as halves, thirds, or fourths. 2 M3 Lesson 12: Describe a whole by the number of equal parts in halves, thirds, and fourths. 2 M3 Lesson 13: Recognize that equal parts of an identical rectangle can be different shapes.

North Dakota Mathematics K–12 Standards	Aligned Components of *Eureka Math²*
2.NO.NF.3 Recognize that partitioning shapes into more equal shares creates smaller shares.	2 M3 Lesson 8: Create composite shapes by using equal parts and name them as halves, thirds, and fourths. 2 M3 Lesson 9: Interpret equal shares in composite shapes as halves, thirds, and fourths. 2 M3 Lesson 10: Partition circles and rectangles into equal parts and describe those parts as halves. 2 M3 Lesson 11: Partition circles and rectangles into equal parts, and describe those parts as halves, thirds, or fourths. 2 M3 Lesson 12: Describe a whole by the number of equal parts in halves, thirds, and fourths. 2 M3 Lesson 13: Recognize that equal parts of an identical rectangle can be different shapes. 2 M6 Lesson 11: Decompose an array to find the total efficiently. 2 M6 Lesson 12: Reason about how equal arrays can be composed differently. 2 M6 Lesson 13: Decompose an array and relate it to a number bond.

Algebraic Reasoning: Learners will look for, generate, and make sense of patterns, relationships, and algebraic symbols to represent mathematical models while adopting approaches and solutions in novel situations.

2.AR.OA Operations and Algebraic Thinking: Learners will analyze patterns and relationships to generate and interpret numerical expressions.

North Dakota Mathematics K–12 Standards	Aligned Components of *Eureka Math²*
2.AR.OA.1 Automatically add and subtract within 20.	2 M6 Lesson 18: Use various strategies to fluently add and subtract within 100 and know all sums and differences within 20 from memory. *Supplemental material is necessary to address this standard.*
2.AR.OA.2 Apply the properties of operations to solve addition and subtraction equations within 100 and justify thinking.	2 M2 Lesson 2: Break apart and add like units. 2 M2 Lesson 3: Use compensation to add within 100. 2 M2 Lesson 5: Make a ten to add within 100. 2 M2 Lesson 7: Solve word problems by using estimation and simplifying strategies for addition. 2 M2 Lesson 14: Use addition and subtraction strategies to find an unknown part. 2 M2 Lesson 15: Use compensation to subtract within 100. 2 M6 Lesson 18: Use various strategies to fluently add and subtract within 100 and know all sums and differences within 20 from memory.
2.AR.OA.3 Solve one- and two-step authentic word problems with addition within 100, including the use of unknowns.	2 M1 Lesson 22: Use counting strategies to solve *add to with change unknown* word problems. 2 M2 Lesson 7: Solve word problems by using estimation and simplifying strategies for addition. 2 M2 Lesson 27: Solve two-step word problems within 100. 2 M5 Lesson 14: Solve addition and subtraction two-step word problems that involve length.

North Dakota Mathematics K–12 Standards	Aligned Components of *Eureka Math²*
2.AR.OA.4 Solve one- and two-step authentic word problems with subtraction within 100, including the use of unknowns.	2 M2 Lesson 13: Estimate and represent to solve *take from* word problems. 2 M2 Lesson 19: Solve word problems with simplifying strategies for subtraction. 2 M2 Lesson 26: Solve *add to* and *take from with start unknown* word problems. 2 M2 Lesson 27: Solve two-step word problems within 100. 2 M5 Lesson 14: Solve addition and subtraction two-step word problems that involve length.
2.AR.OA.5 Use repeated addition to find the total number of objects arranged in a rectangular array.	2 M6 Lesson 1: Compose equal groups and write repeated addition equations. 2 M6 Lesson 2: Organize, count, and represent a collection of objects. 2 M6 Lesson 3: Use math drawings to represent equal groups and relate them to repeated addition. 2 M6 Lesson 4: Represent equal groups with a tape diagram. 2 M6 Lesson 5: Compose arrays with rows and columns and use a repeated count to find the total. 2 M6 Lesson 6: Decompose arrays into rows and columns and relate them to repeated addition. 2 M6 Lesson 7: Distinguish between rows and columns and use math drawings to represent arrays. 2 M6 Lesson 8: Use square tiles to create arrays with gaps. 2 M6 Lesson 9: Determine the attributes of a square array. 2 M6 Lesson 10: Use math drawings to compose a rectangle. 2 M6 Lesson 11: Decompose an array to find the total efficiently. 2 M6 Lesson 12: Reason about how equal arrays can be composed differently. 2 M6 Lesson 13: Decompose an array and relate it to a number bond. 2 M6 Lesson 17: Solve word problems that involve equal groups and arrays.
2.AR.OA.6 Identify a group of objects from 0 to 20 as even or odd by showing even numbers as a sum of two equal parts.	2 M6 Lesson 14: Relate doubles to even numbers and write equations to express the sums. 2 M6 Lesson 15: Pair objects and skip-count to determine whether a number is even or odd. 2 M6 Lesson 16: Use rectangular arrays to investigate combinations of even and odd numbers. 2 M6 Lesson 17: Solve word problems that involve equal groups and arrays.

Geometry and Measurement: Learners will use visualization, spatial reasoning, geometric modeling, and measurement to investigate the characteristics of figures, perform transformations, and construct logical arguments.

2.GM.G Geometry: Learners will compose and classify figures and shapes based on attributes and properties; represent and solve problems using a coordinate plane.

North Dakota Mathematics K–12 Standards	Aligned Components of *Eureka Math²*
2.GM.G.1 Identify two-dimensional shapes (parallelograms and quadrilaterals).	2 M3 Lesson 1: Determine the defining attributes of a polygon. 2 M3 Lesson 2: Use attributes to identify, build, and describe two-dimensional shapes. 2 M3 Lesson 3: Identify, build, and describe right angles and parallel lines. 2 M3 Lesson 4: Use attributes to identify, classify, and compose different quadrilaterals. 2 M3 Lesson 5: Relate the square to the cube and use attributes to describe a cube. 2 M3 Lesson 6: Recognize that a whole polygon can be decomposed into smaller parts and the parts can be composed to make a whole. 2 M3 Lesson 7: Combine shapes to create a composite shape and create a new shape from composite shapes.
2.GM.G.2 Identify two-dimensional shapes found within three-dimensional shapes.	2 M3 Lesson 5: Relate the square to the cube and use attributes to describe a cube. *Supplemental material is necessary to address this standard.*

North Dakota Mathematics K–12 Standards	Aligned Components of *Eureka Math²*
2.GM.G.3 Compose geometric shapes having specified geometric attributes, such as a given number of edges, angles, faces, vertices, and/or sides.	2 M3 Lesson 1: Determine the defining attributes of a polygon. 2 M3 Lesson 2: Use attributes to identify, build, and describe two-dimensional shapes. 2 M3 Lesson 3: Identify, build, and describe right angles and parallel lines. 2 M3 Lesson 4: Use attributes to identify, classify, and compose different quadrilaterals. 2 M3 Lesson 5: Relate the square to the cube and use attributes to describe a cube. 2 M3 Lesson 6: Recognize that a whole polygon can be decomposed into smaller parts and the parts can be composed to make a whole. 2 M3 Lesson 7: Combine shapes to create a composite shape and create a new shape from composite shapes.

Geometry and Measurement: Learners will use visualization, spatial reasoning, geometric modeling, and measurement to investigate the characteristics of figures, perform transformations, and construct logical arguments.

2.GM.M Measurement: Learners will represent and calculate measurement data, including time, money, and geometric measurement, and convert like measurement units within a given system.

North Dakota Mathematics K–12 Standards	Aligned Components of *Eureka Math²*
2.GM.M.1 Measure the length of an object using two different standard units of measurement. Describe how the two measurements relate to the size of the units chosen.	2 M1 Lesson 5: Connect measurement to physical units by iterating a centimeter cube. 2 M1 Lesson 6: Make a 10 cm ruler and measure objects. 2 M1 Lesson 7: Measure lengths and relate 10 cm and 1 cm. 2 M1 Lesson 8: Make a meter stick and measure with various tools. 2 M1 Lesson 9: Relate 1 cm, 10 cm, and 100 cm. 2 M1 Lesson 10: Reason about the relationship between the size of the unit and the number of units needed to measure. 2 M1 Lesson 13: Estimate and measure height to model metric relationships. 2 M5 Lesson 8: Iterate an inch tile to create a unit ruler and measure to the nearest inch. 2 M5 Lesson 9: Use an inch ruler and a yard stick to estimate and measure the length of various objects. 2 M5 Lesson 10: Measure an object twice by using different length units and compare and relate measurement to unit size.
2.GM.M.2 Estimate and measure to determine how much longer one object is than another, expressing the difference with a standard unit of measurement.	2 M1 Lesson 11: Estimate and compare lengths. 2 M1 Lesson 12: Model and reason about the difference in length. 2 M1 Lesson 13: Estimate and measure height to model metric relationships. 2 M1 Lesson 14: Represent and compare students' heights. 2 M5 Lesson 9: Use an inch ruler and a yard stick to estimate and measure the length of various objects. 2 M5 Lesson 11: Measure to compare differences in lengths.

North Dakota Mathematics K–12 Standards	Aligned Components of *Eureka Math²*
2.GM.M.3 Tell and write time to the nearest five minutes (including quarter after and quarter to) with a.m. and p.m. using analog and digital clocks.	2 M3 Lesson 14: Distinguish between a.m. and p.m. 2 M3 Lesson 15: Recognize time as measurement units. 2 M3 Lesson 16: Use a clock to tell time to the half hour or quarter hour. 2 M3 Lesson 17: Relate the clock to a number line to count by fives. 2 M3 Lesson 18: Tell time to the nearest 5 minutes.
2.GM.M.4 Count collections of money (quarters, dimes, nickels, and pennies) relating to counting patterns by 1s, 5s, and 10s up to one dollar.	2 M5 Lesson 1: Organize, count, and represent a collection of coins. 2 M5 Lesson 2: Use the fewest number of coins to make a given value. 2 M5 Lesson 3: Solve one- and two-step word problems to find the total value of a group of coins. 2 M5 Lesson 4: Solve one- and two-step word problems to find the total value of a group of bills. 2 M5 Lesson 5: Use different strategies to make 1 dollar or to make change from 1 dollar. 2 M5 Lesson 6: Solve word problems by using different ways to make change from 1 dollar. 2 M5 Lesson 7: Solve word problems by using bills and coins.

Data, Probability, and Statistics: Learners will ask and answer questions by collecting, organizing, and displaying relevant data, drawing inferences and conclusions, making predictions, and understanding and applying basic concepts of probability.

2.DPS.D Data: Learners will represent and interpret data.

North Dakota Mathematics K–12 Standards	Aligned Components of *Eureka Math²*
2.DPS.D.1 Formulate questions and collect, organize, and represent data with up to four categories using single unit scaled picture and bar graphs.	2 M1 Lesson 1: Draw and label a picture graph to represent data. 2 M1 Lesson 2: Draw and label a bar graph to represent data. 2 M1 Lesson 3: Use information presented in a bar graph to solve *put together* and *take apart* problems. 2 M1 Lesson 4: Use information presented in a bar graph to solve *compare* problems.
2.DPS.D.2 Generate data and create line plots marked in whole-number units.	2 M5 Lesson 15: Use measurement data to create a line plot. 2 M5 Lesson 16: Create a line plot to represent data and ask and answer questions.
2.DPS.D.3 Analyze data and interpret the results to solve one-step comparison problems using information from the graphs.	2 M1 Lesson 1: Draw and label a picture graph to represent data. 2 M1 Lesson 2: Draw and label a bar graph to represent data. 2 M1 Lesson 3: Use information presented in a bar graph to solve *put together* and *take apart* problems. 2 M1 Lesson 4: Use information presented in a bar graph to solve *compare* problems.