Prekindergarten | Rhode Island Early Learning & Development Standards (2013) 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.

Standards for Mathematical Practice	Aligned Components of *Eureka Math²*
MP.1 Make sense of problems and persevere in solving them.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.2 Reason abstractly and quantitatively.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.3 Construct viable arguments and critique the reasoning of others.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.4 Model with mathematics.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.5 Use appropriate tools strategically.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.6 Attend to precision.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.7 Look for and make use of structure.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.8 Look for and express regularity in repeated reasoning.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.

Number Sense and Quantity

1.a Children develop number recognition and counting skills and learn the relationship between numbers and the quantity they represent.

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Quickly name the number in a group of objects, up to four.	PK M1 Lesson 7: Animal Count PK M1 Lesson 11: Match Game PK M3 Lesson 3: Decompose 3 PK M3 Lesson 4: Decompose 4
Verbally count to 20 (or in some way indicate knowledge of the words for the numbers from 1 to 20 in sequence) with occasional errors.	*This standard is fully addressed by Fluency Anytime activities suggested for each module.*
Use strategies to accurately count sets of up to 10 objects.	PK M1 Lesson 7: Animal Count PK M1 Lesson 8: Let's Count! PK M1 Lesson 15: Let's Count! PK M1 Lesson 16: Number Recipe PK M1 Lesson 17: Bean Bag Toss PK M1 Lesson 18: Forest Path Game PK M1 Lesson 19: Math Stories PK M1 Lesson 30: Let's Count and Record! PK M1 Lesson 31: Match or No Match? PK M1 Lesson 32: Make It Match PK M1 Lesson 33: Dinosaur World PK M1 Lesson 34: Culminating Activity PK M2 Lesson 17: Let's Count and Record!

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Use strategies to accurately count sets of up to 10 objects. *continued*	PK M3 Lesson 8: Make Your Own Rekenrek! PK M3 Lesson 9: Decompose 6 and 7 PK M3 Lesson 10: Decompose 8 and 9 PK M3 Lesson 11: Decompose 10 PK M3 Lesson 13: Number Stairs PK M3 Lesson 17: Let's Count and Record! PK M4 Lesson 17: Let's Count and Compare! 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
Understand that the last number counted represents the number of objects in a set.	PK M1 Lesson 7: Animal Count PK M1 Lesson 8: Let's Count! PK M1 Lesson 9: How Many? PK M1 Lesson 11: Match Game PK M1 Lesson 14: Rice Scoops PK M1 Lesson 15: Let's Count! PK M1 Lesson 24: Mystery Eggs PK M1 Lesson 28: Counting with Puppet PK M1 Lesson 29: Match Game PK M1 Lesson 30: Let's Count and Record! PK M1 Lesson 34: Culminating Activity PK M2 Lesson 17: Let's Count and Record! PK M3 Lesson 7: Do You See 5?

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Understand that the last number counted represents the number of objects in a set. *continued*	PK M3 Lesson 9: Decompose 6 and 7 PK M3 Lesson 10: Decompose 8 and 9 PK M3 Lesson 11: Decompose 10 PK M3 Lesson 17: Let's Count and Record! PK M4 Lesson 17: Let's Count and Compare! PK M5 Lesson 24: Let's Count and Record! PK M6 Topic A: Project: Create a Business PK M6 Topic B: Project: Plan a Celebration PK M6 Topic C: Project: Care for Our Space
Associate a quantity with a written numeral up to five.	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

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Associate a quantity with a written numeral up to five. *continued*	PK M6 Topic A: Project: Create a Business PK M6 Topic B: Project: Plan a Celebration
Recognize and write some numerals up to 10.	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

Number Relationships and Operations

2.a Children learn to use numbers to compare quantities and solve problems.

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Understand that an entire set of objects is more than its parts when the set is divided into smaller groups.	PK M3 Lesson 3: Decompose 3 PK M3 Lesson 4: Decompose 4 PK M3 Lesson 5: Decompose 5 PK M3 Lesson 6: 5-Piece Puzzles PK M3 Lesson 9: Decompose 6 and 7 PK M3 Lesson 10: Decompose 8 and 9 PK M3 Lesson 11: Decompose 10 PPK M5 Lesson 11: Break Apart 5 PK M5 Lesson 12: Match Game: Make 4 PK M5 Lesson 13: Turtle Time PK M5 Lesson 14: Sorting Apples

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Use toys and other objects as tools to solve simple addition and subtraction problems when the total is smaller than five.	PK M5 Lesson 4: 1 More, 1 Less the Math Way PK M5 Lesson 5: Market Math PK M5 Lesson 6: Dinosaur Splash PK M5 Lesson 7: Draw Math Stories: Addition PK M5 Lesson 8: Math Tools PK M5 Lesson 9: Mental Movies: Addition PK M5 Lesson 10: Train Stories: Addition PK M5 Lesson 15: Under the Sea PK M5 Lesson 16: Show and Hide Fingers PK M5 Lesson 17: Draw Math Stories: Subtraction PK M5 Lesson 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
Use one-to-one correspondence to compare small sets of similar objects.	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 M6 Topic A: Project: Create a Business PK M6 Topic B: Project: Plan a Celebration PK M6 Topic C: Project: Care for Our Space

Classification and Patterning

3.a Children learn to order and sort objects by common attributes, to identify patterns, and to predict the next sequence in a pattern.

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Sort objects by one attribute into two or more groups (e.g., size: big, medium, and small).	PK M1 Lesson 1: Make a Match PK M1 Lesson 2: Same and Different PK M1 Lesson 3: Crayon Group PK M1 Lesson 4: Crayon and Marker Sort PK M1 Lesson 5: Sorting Bags PK M1 Lesson 20: Character Sort PK M1 Lesson 21: How Many Ways? PK M1 Lesson 22: Animal Sort PK M1 Lesson 23: Story Cards PK M1 Lesson 24: Mystery Eggs PK M1 Lesson 34: Culminating Activity PK M6 Topic A: Project: Create a Business
Classify everyday objects that go together (e.g., mittens, hats, coats).	PK M1 Lesson 1: Make a Match PK M1 Lesson 2: Same and Different

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Demonstrate recognition of a simple, repeating pattern.	PK M3 Lesson 18: Pattern Units PK M3 Lesson 19: Number Cha-Cha PK M3 Lesson 20: Find the Missing Piece PK M3 Lesson 21: A Story in Strings PK M3 Lesson 22: Red Light, Green Light! PK M5 Lesson 21: Create Patterns PK M5 Lesson 22: Music and Movement PK M5 Lesson 23: Patterns Everywhere PK M6 Topic B: Project: Plan a Celebration
Replicate, complete, and extend repeating patterns.	PK M3 Lesson 18: Pattern Units PK M3 Lesson 19: Number Cha-Cha PK M3 Lesson 20: Find the Missing Piece PK M3 Lesson 21: A Story in Strings PK M3 Lesson 22: Red Light, Green Light! PK M5 Lesson 21: Create Patterns PK M5 Lesson 22: Music and Movement PK M5 Lesson 23: Patterns Everywhere PK M6 Topic B: Project: Plan a Celebration
Recognize, name, and extend basic growing (or enlarging) patterns (e.g., “one more”).	PK M1 Lesson 10: Written Numbers PK M1 Lesson 25: More Written Numbers PK M1 Lesson 27: 5-Groups PK M3 Lesson 12: 1 More PK M3 Lesson 13: Number Stairs

Measurement, Comparison, and Ordering

4.a Children learn to measure objects by their various attributes (length, height, weight, volume) and to use differences in attributes to make comparisons.

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Compare two small sets of objects (five or fewer).	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 M6 Topic A: Project: Create a Business PK M6 Topic B: Project: Plan a Celebration PK M6 Topic C: Project: Care for Our Space
Make small series of objects (e.g., putting three or four objects in order by length).	PK M4 Lesson 8: Compare by Using Numbers PK M4 Lesson 9: Straw Line Up PK M4 Lesson 15: Trains

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Recognize differences in measurable attributes by direct-comparison measuring (e.g., when trying to pour the same amount of juice into three cups, looking to see if one cup has more than the others).	PK M4 Lesson 1: Big or Small PK M4 Lesson 2: Puppet's Bed PK M4 Lesson 3: Explore Capacity PK M4 Lesson 4: How Much Juice? PK M4 Lesson 5: Tall or Short PK M4 Lesson 6: Compare Heights PK M4 Lesson 7: Compare Lengths PK M4 Lesson 8: Compare by Using Numbers PK M4 Lesson 9: Straw Line Up (Optional) PK M4 Lesson 10: Heavy or Light PK M4 Lesson 11: Compare Weights PK M4 Lesson 12: Balance Scale PK M4 Lesson 13: Collect Data and Compare PK M4 Lesson 21: How Many Scoops? PK M4 Lesson 22: Compare Attributes PK M6 Topic C: Project: Care for Our Space
Use multiple copies of the same unit to measure (e.g., seeing how many "building blocks high" a pillow fort is).	PK M4 Lesson 21: How Many Scoops? PK M6 Topic C: Project: Care for Our Space *Supplemental material is necessary to fully address this standard.*

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Use comparative language (e.g., “shortest,” “heavier,” “biggest”).	PK M4 Lesson 1: Big or Small PK M4 Lesson 2: Puppet’s Bed PK M4 Lesson 3: Explore Capacity PK M4 Lesson 4: How Much Juice? PK M4 Lesson 5: Tall or Short PK M4 Lesson 6: Compare Heights PK M4 Lesson 7: Compare Lengths PK M4 Lesson 8: Compare by Using Numbers PK M4 Lesson 9: Straw Line Up PK M4 Lesson 10: Heavy or Light PK M4 Lesson 11: Compare Weights PK M4 Lesson 12: Balance Scale PK M4 Lesson 13: Collect Data and Compare PK M4 Lesson 21: How Many Scoops? PK M4 Lesson 22: Compare Attributes PK M6 Topic C: Project: Care for Our Space

Geometry and Spatial Sense

5.a Children learn to identify shapes and their attributes, solve problems using shapes, and explore the positions of objects in space.

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Build familiar two-dimensional shapes from components or parts (e.g., using a set of circle, rectangle, and line shapes to create an image of a snowman).	PK M2 Lesson 11: Build Shapes PK M2 Lesson 12: Build My Shape
Combine and separate shapes to make designs or pictures (e.g., completing shape puzzles).	PK M2 Lesson 9: Shape Pictures PK M2 Lesson 10: Shape Puzzles PK M2 Lesson 13: Shape Towers PK M2 Lesson 14: Puppet's Picture PK M2 Lesson 16: Pyramids! PK M3 Lesson 1: How Many Parts? PK M3 Lesson 2: Bunny Puzzles PK M6 Topic B: Project: Plan a Celebration
Build simple examples of buildings, structures, or areas (e.g., their classroom or playground) with three-dimensional shapes, such as building blocks.	PK M2 Lesson 3: Build a Map PK M2 Lesson 13: Shape Towers PK M2 Lesson 16: Pyramids!

Rhode Island Early Learning & Development Standards	Aligned Components of *Eureka Math²*
Name familiar two-dimensional shapes (circle, triangle, square, rectangle), regardless of their size or orientation.	PK M2 Lesson 4: Shapes in Art PK M2 Lesson 5: Circles PK M2 Lesson 6: Sort the Shapes PK M2 Lesson 7: Triangles, Rectangles, and Square Rectangles PK M2 Lesson 8: Shape Games PK M2 Lesson 14: Puppet's Picture
Use basic language to describe their location (e.g., "I am under the bed").	PK M2 Lesson 1: Where Is Rosie? PK M2 Lesson 2: Use the Clues PK M2 Lesson 3: Build a Map PK M2 Lesson 8: Shape Games
Correctly follow directions involving their own positions in space (e.g., "move forward," "sit behind," etc.).	PK M2 Lesson 1: Where Is Rosie? PK M2 Lesson 2: Use the Clues PK M2 Lesson 3: Build a Map