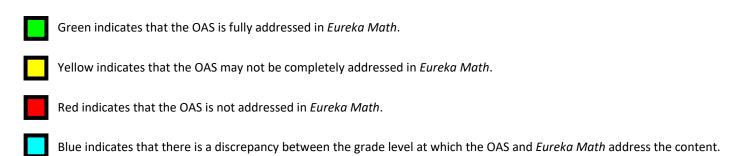


# **Pre-Kindergarten Mathematics**

The Pre-Kindergarten Oklahoma Academic Standards for Mathematics (OAS) are fully covered by the Pre-Kindergarten *Eureka Math*™ curriculum. A detailed analysis of alignment is provided in the table below.

#### **Indicators**



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#### **Mathematical Actions and Processes**

## Aligned Components of Eureka Math

## **Develop a Deep and Flexible Conceptual Understanding**

Demonstrate a deep and flexible conceptual understanding of mathematical concepts, operations, and relations while making mathematical and real-world connections. Students will develop an understanding of how and when to apply and use the mathematics they know to solve problems.

Lessons in every module engage students in developing a deep and flexible conceptual understanding as required by this standard. This process standard addresses aspects of the CCSSM Standards for Mathematical Practice 1 and 2, which are specifically addressed in the following modules:

**GPK M2: Shapes** 

GPK M3: Counting to 10

GPK M5: Addition and Subtraction Stories and Counting to 20

#### **Develop Accurate and Appropriate Procedural Fluency**

Learn efficient procedures and algorithms for computations and repeated processes based on a strong sense of numbers. Develop fluency in addition, subtraction, multiplication, and division of numbers and expressions. Students will generate a sophisticated understanding of the development and application of algorithms and procedures.

Lessons in every module engage students in developing accurate and appropriate procedural fluency as required by this standard. This process standard addresses aspects of the CCSSM Standards for Mathematical Practice 7 and 8, which are specifically addressed in the following modules:

GPK M1: Counting to 5

GPK M2: Shapes

GPK M3: Counting to 10

GPK M5: Addition and Subtraction Stories and Counting to 20

## **Develop Strategies for Problem Solving**

Analyze the parts of complex mathematical tasks and identify entry points to begin the search for a solution. Students will select from a variety of problem solving strategies and use corresponding multiple representations (verbal, physical, symbolic, pictorial, graphical, tabular) when appropriate. They will pursue solutions to various tasks from real-world situations and applications that are often interdisciplinary in nature. They will find methods to verify their answers in context and will always question the reasonableness of solutions.

Lessons in every module engage students in developing strategies for problem solving as required by this standard. This process standard addresses aspects of the CCSSM Standards for Mathematical Practice 1, 2, and 8, which are specifically addressed in the following modules:

GPK M2: Shapes

GPK M3: Counting to 10

GPK M5: Addition and Subtraction Stories and Counting to 20

#### **Mathematical Actions and Processes**

## Aligned Components of Eureka Math

### **Develop Mathematical Reasoning**

Explore and communicate a variety of reasoning strategies to think through problems. Students will apply their logic to critique the thinking and strategies of others to develop and evaluate mathematical arguments, including making arguments and counterarguments and making connections to other contexts.

Lessons in every module engage students in developing mathematical reasoning as required by this standard. This process standard addresses aspects of the CCSSM Standards for Mathematical Practice 3, which is specifically addressed in the following modules:

GPK M1: Counting to 5

GPK M2: Shapes

GPK M4: Comparison of Length, Weight, Capacity, and Numbers to 5

## **Develop a Productive Mathematical Disposition**

Hold the belief that mathematics is sensible, useful, and worthwhile. Students will develop the habit of looking for and making use of patterns and mathematical structures. They will persevere and become resilient, effective problem solvers.

Lessons in every module engage students in developing a productive mathematical disposition as required by this standard. This process standard addresses aspects of the CCSSM Standards for Mathematical Practice 1, 7, and 8, which are specifically addressed in the following modules:

GPK M1: Counting to 5

GPK M2: Shapes

GPK M3: Counting to 10

GPK M5: Addition and Subtraction Stories and Counting to 20

#### **Mathematical Actions and Processes**

## Aligned Components of Eureka Math

## Develop the Ability to Make Conjectures, Model, and Generalize

Make predictions and conjectures and draw conclusions throughout the problem solving process based on patterns and the repeated structures in mathematics. Students will create, identify, and extend patterns as a strategy for solving and making sense of problems.

Lessons in every module engage students in developing the ability to make conjectures, model, and generalize as required by this standard. This process standard addresses aspects of the CCSSM Standards for Mathematical Practice 4, 7, and 8, which are specifically addressed in the following modules:

GPK M1: Counting to 5

GPK M2: Shapes

GPK M3: Counting to 10

GPK M5: Addition and Subtraction Stories and Counting to 20

### **Develop the Ability to Communicate Mathematically**

Students will discuss, write, read, interpret and translate ideas and concepts mathematically. As they progress, students' ability to communicate mathematically will include their increased use of mathematical language and terms and analysis of mathematical definitions.

Lessons in every module engage students in developing the ability to communicate mathematically as required by this standard. This process standard addresses aspects of the CCSSM Standards for Mathematical Practice 3 and 6, which are specifically addressed in the following modules:

GPK M1: Counting to 5

**GPK M2: Shapes** 

GPK M3: Counting to 10

GPK M4: Comparison of Length, Weight, Capacity, and Numbers to  $5\,$ 

## Objective

Number & Operations (N)				
PK.N.1	PK.N.1.1	GPK M1: Counting to 5		
Know number names and count in sequence.	Count aloud forward in sequence by 1s to 20.	GPK M3: Counting to 10		
		GPK M5: Addition and Subtraction Stories and Counting to 20		
		Note: Fluently counting by 1s to 20 is a fluency goal in the Pre-Kindergarten <i>Eureka Math</i> curriculum and is addressed in many fluency activities throughout all modules.		
	<b>PK.N.1.2</b> Recognize and name written numerals 0–10.	GPK M1 Topic D: Matching 1 Numeral with up to 3 Objects		
		GPK M1 Topic F: Matching 1 Numeral with up to 5 Objects		
		GPK M3 Topic B: Matching One Numeral with up to 7 Objects		
		GPK M3 Topic D: Matching One Numeral with up to 8 Objects		
		GPK M3 Topic F: Matching One Numeral with 0 up to 9 Objects		
		GPK M3 Topic H: Matching One Numeral with up to 10 Objects		

Standard	Objective	Aligned Components of Eureka Math
	PK.N.1.3	GPK M3 Lesson 21: Introduce zero.
	Recognize that zero represents the count of no objects.	GPK M3 Topic E: <i>How Many</i> Questions with 0 up to 9 Objects
		GPK M3 Topic F: Matching One Numeral with 0 up to 9 Objects
		GPK M3 Lesson 26: Compose 9, and decompose into two parts. Match numerals 0 and 9 to no objects and 9 objects.
PK.N.2	$\label{eq:pk.n.2.1} \mbox{Identify the number of objects, up to $10$, in a row or column.}$	GPK M1: Counting to 5
Count to tell the number of objects.		GPK M3: Counting to 10
	<b>PK.N.2.2</b> Use one-to-one correspondence in counting objects and matching groups of objects.	GPK M1: Counting to 5
		GPK M3: Counting to 10
	<b>PK.N.2.3</b> Understand the last numeral spoken, when counting aloud, tells how many total objects are in a set.	GPK M1: Counting to 5
		GPK M3: Counting to 10
	<b>PK.N.2.4</b> Count up to 5 items in a scattered configuration; not in a row or column.	GPK M1 Topic E: <i>How Many</i> Questions with 4 or 5 Objects
		GPK M1 Topic F: Matching 1 Numeral with up to 5 Objects

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Standard	Objective	Aligned Components of Eureka Math
PK.N.3 Compare sets using number.	<b>PK.N.3.1</b> Compare two sets of 1–5 objects using comparative language such as same, more, or fewer.	GPK M4 Topic E: Are There Enough?  GPK M4 Topic F: Comparison of Sets Up to 5  GPK M4 Topic G: Comparisons of Sets Including Numerals Up to 5
	Algebraic Reasoning & Algebra (A)	
PK.A.1 Recognize, duplicate, and extend patterns.	PK.A.1.1 Sort and group up to 5 objects into a set based upon characteristics such as color, size, and shape and explain verbally what the objects have in common.  PK.A.1.2 Recognize, duplicate, and extend repeating patterns involving manipulatives, sound, movement, and other contexts.	GPK M1 Topic A: Matching Objects GPK M1 Topic B: Sorting GPK M2 Topic A: Two-Dimensional Shapes GPK M1 Topic G: <i>One More</i> with Numbers 1 to 5 GPK M1 Topic H: Counting 5, 4, 3, 2, 1 GPK M5 Topic F: Duplicating and Extending Patterns
	Geometry & Measurement (GM)	
<b>PK.GM.1</b> Identify common shapes.	<b>PK.GM.1.1</b> Identify circles, squares, rectangles, and triangles by pointing to the shape when given the name.	GPK M2 Topic A: Two-Dimensional Shapes

Standard	Objective	Aligned Components of Eureka Math
PK.GM.2  Describe and compare measureable attributes.	<b>PK.GM.2.1</b> Identify measurable attributes of objects. Describe them as little, big, long, short, tall, heavy, light, or other age appropriate vocabulary.	GPK M4 Topic A: Comparison of Length GPK M4 Topic B: Comparison of Weight GPK M4 Topic C: Comparison of Volume
	<b>PK.GM.2.2</b> Directly compare two objects with a common measurable attribute using words such as longer/shorter; heavier/lighter; or taller/shorter.	GPK M4 Topic A: Comparison of Length GPK M4 Topic B: Comparison of Weight GPK M4 Topic C: Comparison of Volume
	<b>PK.GM.2.3</b> Sort objects into sets by one or more attributes.	GPK M1 Topic A: Matching Objects  GPK M1 Topic B: Sorting
	Data & Probability (D)	_
PK.D.1 Collect and organize categorical data.	<b>PK.D.1.1</b> Collect and organize information about objects and events in the environment.	GPK M1 Lessons 9–10: Arrange and count up to 3 objects in scattered and linear configurations.  GPK M1 Lessons 15–16: Arrange and count up to 5 objects in scattered and linear configurations.
	PK.D.1.2 Use categorical data to create real-object graphs.	GPK M1 Lessons 9–10: Arrange and count up to 3 objects in scattered and linear configurations.  GPK M1 Lessons 15–16: Arrange and count up to 5 objects in scattered and linear configurations.