

# Textbook Correlations

## Eureka Math® TEKS Edition Curriculum

### Grade 2



**ST Math**  
Created by MIND Education

<b>EUREKA MATH® TEKS EDITION</b>	<b>ST MATH</b>	<b>PUZZLE TALKS</b> <i>*Must be signed in to ST Math to access.</i>
<b>Module 1: Sums and Differences to 100</b>	One Hundred as a Unit Addition and Subtraction Situations	<a href="#">Building 1000</a> <a href="#">Building 100 with 10s</a> <a href="#">Place Value Regrouping 2</a>
<b>Module 2: Addition and Subtraction of Length Units</b>	The Number Line Operations on the Number Line Measurement Addition and Subtraction with Measurement	<a href="#">Measure with a ruler</a> <a href="#">Intro to the Number Line - Circular Model</a> <a href="#">Scrolling and Zooming on the Number Line</a> <a href="#">Placing numbers on a number line</a>
<b>Module 3: Place Value, Counting, and Comparison of Numbers to 1,200</b>	Place Value to 1,000 Comparing Three-Digit Numbers Place Value Bundles to 1000 Skip Counting Model Addition and Subtraction within 1,000	<a href="#">Addition within 1000 using Tokens</a> <a href="#">Subtraction within 1000 using Tokens</a> <a href="#">Place Value Regrouping</a> <a href="#">Intro to Skip Counting</a>
<b>Module 4: Addition and Subtraction Within 200 with Word Problems to 100</b>	Two Step Situations Addition and Subtraction Situations within 100	<a href="#">Addition within 100 with a concrete model</a> <a href="#">Subtraction within 100 with a concrete model</a> <a href="#">Addition within 100 using Tokens</a>

		<a href="#">Subtraction within 100 using Tokens</a> <a href="#">Two-step length problems</a>
<b>Module 5: Addition and Subtraction Within 1000 with Word Problems to 1000</b>	Adding and Subtracting Tens and Hundreds Two-Digit Addition and Subtraction Counting to 1,000	
<b>Module 6: Foundations of Multiplication, Division, and Area</b>	Even and Odd Numbers Intro to Arrays	
<b>Module 7: Problem Solving with Length, Money, and Data</b>	Using Money Creating Graphs	
<b>Module 8: Time, Shapes, and Fractions as Equal Parts of Shapes</b>	Shapes Partitioning into Equal Shares Time	<a href="#">Naming and Identifying shapes</a> <a href="#">Time to the nearest 5 minutes</a>