

HMH Into Math[®]

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Grades K–2



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Module 1 Represent Numbers to 5 with Objects 2

In this module, you will learn:

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- represent word problems to 5 with objects.
- show the number 5 in more than one way.

World of Math 4

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Book 1 Module 2

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- write numbers to 5.
- make groups of 1 to 5 in the correct order.

World of Math 42

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World of Math 4

Prerequisite Check 6

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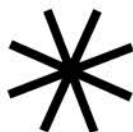
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- add to a group using number representations.
- solve word problems using objects, drawings, and equations.

World of Math	4
Prerequisite Check	6
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9.2 Solve Put-Together Problems Within 10	13
MP 2, 5	
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MP 2, 5	
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<small>MP 2</small>	
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<small>MP 2, 3</small>	
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<small>MP 7</small>	
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Book 8 Contents

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In this module, you will learn:

- recognize addition and subtraction word problems.
- solve addition and subtraction word problems using models.
- explore addition and subtraction within 20.

World of Math 4

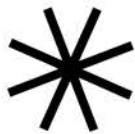
Prerequisite Check 6

13.1 Solve Word Problems Within 5 7
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In this module, you will learn:

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- name three-dimensional shapes.
- build a three-dimensional shape.

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Prerequisite Check 32

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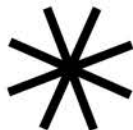
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- describe relative positions.

World of Math 42

Prerequisite Check 44

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MP 6

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MP 6

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MP 6

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Book 11 Contents

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- compare numbers and shapes.

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Book 1 Contents

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- solve addition facts using strategies like make a ten.
- choose a strategy to solve an addition problem.

World of Math 4

Prerequisite Check 6

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1.2 Count On 13

MP 5

1.3 Add 10 and More 21

MP 5, 7

1.4 Make a 10 to Add 27

MP 2, 7

1.5 Use Doubles 35

MP 7, 8

1.6 Use Known Sums to Add 41

MP 2, 8

1.7 Choose a Strategy to Add 47

MP 1, 2, 3

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- solve subtraction problems using counting and addition.
- make a ten to solve subtraction problems.

World of Math	4
Prerequisite Check	6
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2.2 Count Back <small>MP 5, 8</small>	13
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- draw and write to show whether an equation is true or false.
- represent related facts using objects, pictures, and equations.

World of Math 4

Prerequisite Check 6

3.1 Represent Addition in Any Order 7
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3.2 Add in Any Order 13
MP 4, 8

3.3 Represent Addition of Three Numbers 19
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- choose ways to solve word problems to find unknown values.

World of Math 4

Prerequisite Check 6

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MP 1, 4

5.2 Represent Both-Addends-Unknown Problems with Objects and Drawings 13

MP 3, 4

5.3 Represent Addend-Unknown Problems with Objects and Drawings 19

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MP 2, 6

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- use visual models to find the bigger or smaller amount.
- write equations to model word problems.

World of Math 4

Prerequisite Check 6

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MP 4, 7

6.2 Represent Bigger-Unknown Problems with Objects and Drawings 13
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6.7 Solve Addition and Subtraction Situations 47
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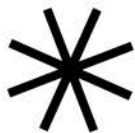
Book 6 Contents

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In this module, you will learn how to . . .

- connect addition and subtraction.
- subtract using different strategies.
- solve for unknowns using subtraction.

World of Math	4
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<small>MP 1, 4</small>	
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<small>MP 4, 6</small>	
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- represent groups of 10 with objects, drawings, and numerals.
- count forward from any number up to 120.

World of Math 64

Prerequisite Check 66

8.1 Make Ten and Ones 67

MP 2, 7

8.2 Understand Ten and Ones 73

MP 2, 7

8.3 Count to 120 79

MP 2, 8

8.4 Make Tens 85

MP 1, 7

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Book 7 Contents

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In this module, you will learn how to . . .

- compare two-digit numbers using words and symbols.
- use place value to compare two-digit numbers.
- solve problems involving comparisons.

World of Math 4

Prerequisite Check 6

9.1 Understand Greater Than 7
MP 3, 7

9.2 Understand Less Than 13
MP 3, 6

9.3 Use Symbols to Compare 19
MP 2, 6

9.4 Compare Numbers 25
MP 6, 7

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Book 7 Module 10

Module 10 **Count and Represent Numbers** 36

In this module, you will learn how to . . .

- represent two-digit numbers as tens and ones.
- decompose numbers in different ways.
- represent, read, and write numbers from 100 to 120.

World of Math	38
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10.2 Represent Numbers as Tens and Ones with Drawings	47
<small>MP 4, 6</small>	
10.3 Decompose Numbers in Different Ways	53
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10.4 Represent, Read, and Write Numbers from 100 to 110	61
<small>MP 4, 7</small>	
10.5 Represent, Read, and Write Numbers from 110 to 120	67
<small>MP 4, 7</small>	
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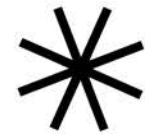
Module 11 Addition and Subtraction with Tens and Ones 2

In this module, you will learn how to . . .

- add and subtract multiples of ten.
- use strategies to add one-digit and two-digit numbers.
- use mental math to find 10 less than and 10 more than a number.

World of Math	4
Prerequisite Check	6
11.1 Represent Adding Tens	7
<small>MP 4, 7</small>	
11.2 Represent Subtracting Tens	13
<small>MP 4, 7</small>	
11.3 Add or Subtract Tens	19
<small>MP 4, 8</small>	
11.4 Use a Hundred Chart to Add	25
<small>MP 3, 4</small>	
11.5 Represent Addition with Tens and Ones	31
<small>MP 4, 6</small>	
11.6 Represent Make Ten to Add	37
<small>MP 3, 7</small>	
11.7 Represent Make Ten to Add with a Visual Model	45
<small>MP 4, 8</small>	
11.8 Use Mental Math to Find 10 Less and 10 More	51
<small>MP 2, 3</small>	
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Book 8 Module 12

Module 12 **2-Digit Addition and Subtraction** 60

In this module, you will learn how to . . .

- use place value and a hundreds chart to add and subtract.
- solve addition and subtraction facts to 20.
- solve addition and subtraction word problems within 100.

World of Math 62

Prerequisite Check 64

12.1 Use a Hundred Chart to Show 2-Digit Addition and Subtraction ... 65
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12.2 Understand and Explain Place-Value Addition 71
MP 4, 7

12.3 Understand and Explain Place-Value Subtraction 77
MP 4, 7

12.4 Solve 2-Digit Addition and Subtraction Problems 83
MP 3, 6

12.5 Practice Facts to 20 89
MP 2, 6

12.6 Practice 2-Digit Addition and Subtraction 95
MP 1, 4

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Book 9 Contents

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In this module, you will learn how to . . .

- tell time to the hour and half hour on analog and digital clocks.
- write time to the hour and half hour on analog and digital clocks.

World of Math 4

Prerequisite Check 6

13.1 Understand Time to the Hour 7

MP 1, 7

13.2 Understand Time to the Half Hour 13

MP 6, 8

13.3 Tell Time to the Hour and Half Hour 21

MP 5, 6

13.4 Practice Time to the Hour and Half Hour 27

MP 2, 6

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Module 14 Length Measurements 36

In this module, you will learn how to . . .

- compare the lengths of objects and order objects by length.
- measure the length of objects.
- make and use measuring tools.

World of Math 38

Prerequisite Check 40

14.1 Order Length 41

MP 3, 6

14.2 Use Indirect Measurement to Compare Length 47

MP 2, 7

14.3 Use Nonstandard Units to Measure Length 53

MP 5, 6

14.4 Make a Nonstandard Measuring Tool 59

MP 5, 6

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In this module, you will learn how to . . .

- use picture graphs, tally charts, and bar graphs to interpret data.
- make tally charts or bar graphs to solve word problem.

World of Math 4

Prerequisite Check 6

15.1 Interpret Picture Graphs 7

MP 3, 6

15.2 Represent Data with Picture Graphs 13

MP 2, 6

15.3 Interpret Tally Charts 19

MP 3, 6

15.4 Represent Data with Tally Charts 25

MP 5, 6

15.5 Interpret Bar Graphs 31

MP 1, 6

15.6 Represent Data with Bar Graphs 37

MP 2, 4

15.7 Use Data to Solve Problems 43

MP 2, 6

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In this module, you will learn how to . . .

- sort, describe, and build two-dimensional shapes.
- compose to make named shapes and new shapes from the composite shapes.

World of Math 54

Prerequisite Check 56

16.1 Sort Two-Dimensional Shapes by Attribute 57

MP 7, 8

16.2 Describe and Draw Two-Dimensional Shapes 63

MP 7

16.3 Compose Two-Dimensional Shapes 69

MP 5, 6

16.4 Identify Composed Shapes 75

MP 2, 6

16.5 Make New Two-Dimensional Shapes 81

MP 6, 8

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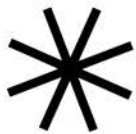
Book 11 Contents

Module 17 Three-Dimensional Shapes 2

In this module, you will learn how to . . .

- describe, build, and draw three-dimensional shapes.
- combine three-dimensional shapes to make composite shapes.
- compose multiple shapes to make new combined shapes.

World of Math	4
Prerequisite Check	6
17.1 Describe and Draw Three-Dimensional Shapes	7
MP 1, 7	
17.2 Compose Three-Dimensional Shapes	15
MP 6, 7, 8	
17.3 Make New Three-Dimensional Shapes	21
MP 5	
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Book 11 Module 18

Module 18 Fraction Foundations 30

In this module, you will learn how to . . .

- show same-size shapes within a circle or rectangle.
- identify equal or unequal shares in a circle or rectangle.
- represent wholes, halves, and fourths of circles and rectangles.

World of Math 32

Prerequisite Check 34

18.1 Take Apart Two-Dimensional Shapes 35

MP 6, 7

18.2 Identify Equal or Unequal Shares 41

MP 6, 7

18.3 Partition Shapes into Halves 47

MP 3, 6, 7

18.4 Partition Shapes into Fourths 53

MP 6, 7

Module Review 59



GRADE 2

Book 1 Module 1

Book 1 Contents

Module 1 **3-Digit Numbers** 2

In this module, you will learn how to . . .

- group tens as hundreds to form three-digit numbers.
- use quick drawings and models to show digit values.
- write three-digit numbers in numeral, word, and expanded forms.

World of Math 4

Prerequisite Check 6

1.1 Group Tens as Hundreds 7

MP 1, 8

1.2 Understand 3-Digit Numbers 13

MP 1, 8

1.3 Represent 3-Digit Numbers 19

MP 2, 4

1.4 Represent Numbers with Hundreds, Tens, and Ones 25

MP 2, 7

1.5 Place Value to 1,000 31

MP 6, 7

Module Review 37



GRADE 2

Book 1 Module 2

Module 2 **Numbers to 1,000** 40

In this module, you will learn how to . . .

- describe and write equivalent forms of three-digit numbers.
- read and write number names for three-digit numbers.
- apply place-value concepts to show the value of a three-digit number.

World of Math 42

Prerequisite Check 44

2.1 Use Expanded Form 45

MP 4, 7

2.2 Use Number Names 51

MP 1, 2

2.3 Different Ways to Write Numbers 57

MP 7, 8

2.4 Different Ways to Show Numbers 63

MP 1, 6

2.5 Read, Write, and Show Numbers 69

MP 7, 8

Module Review 75



Book 2 Contents

Module 3 Place Value 2

In this module, you will learn how to . . .

- skip count within 1,000.
- find numbers 10 more, 10 less, 100 more, or 100 less than a number.
- compare numbers using models and comparison symbols.

World of Math 4

Prerequisite Check 6

3.1 Count Within 1,000 7

MP 7, 8

3.2 Add and Subtract 10 or 100 13

MP 1, 2, 7, 8

3.3 Identify and Extend Number Patterns 21

MP 3, 7

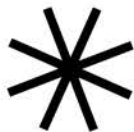
3.4 Compare 3-Digit Numbers 27

MP 5, 7

3.5 Use Symbols to Compare Numbers 33

MP 2, 4

Module Review 39



GRADE 2

Book 2 Module 4

Module 4 **Equal Groups** 42

In this module, you will learn how to . . .

- classify numbers up to 20 as even or odd.
- represent and solve equal group problems.
- write equations to find the total number of objects in arrays.

World of Math 44

Prerequisite Check 46

4.1 Identify Even and Odd Numbers 47

MP 2, 5

4.2 Write Equations to Represent Even Numbers 53

MP 1, 4

4.3 Represent Equal Groups 59

MP 3, 5

4.4 Add to Find the Total Number of Objects in Arrays 65

MP 4, 7

4.5 Practice with Arrays 71

MP 4, 7

Module Review 77



Book 3 Contents

Module 5 Addition and Subtraction Within 20 2

In this module, you will learn how to . . .

- add using mental strategies like use doubles facts or count on.
- use the inverse relationship of addition and subtraction.
- subtract using mental strategies like decompose or count back.

World of Math 4

Prerequisite Check 6

5.1 Use Doubles Facts to Add 7
MP 1, 8

5.2 Develop Fluency with Addition Using Mental Strategies and Properties 13
MP 4, 5, 6

5.3 Relate Addition and Subtraction 21
MP 2, 6

5.4 Develop Fluency with Subtraction Using Mental Strategies 27
MP 5, 8

5.5 Use the Make-a-Ten Strategy to Add 35
MP 5, 7

5.6 Use a Tens Fact to Subtract 41
MP 8

5.7 Add Three Numbers Using Mental Strategies and Properties 47
MP 5, 6

Module Review 53



Book 4 Contents

Module 6 Counting and Grouping Strategies 2

In this module, you will learn how to . . .

- add and subtract numbers using hundred charts and number lines.
- decompose numbers by place-value to add and subtract two-digit numbers.

World of Math 4

Prerequisite Check 6

6.1 Use a Hundred Chart 7
MP 2, 7

6.2 Use a Number Line 13
MP 6, 7

6.3 Practice Counting Strategies 19
MP 2, 3

6.4 Decompose Ones to Add 25
MP 4, 7

6.5 Decompose Ones to Subtract 31
MP 3, 4

6.6 Decompose Numbers to Add 37
MP 1, 7

6.7 Decompose Addends as Tens and Ones 43
MP 4, 6

6.8 Decompose Numbers to Subtract 49
MP 6, 8

Module Review 55

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Grade 2

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Book 5 Contents

Module 7 Represent Addition and Subtraction 2

In this module, you will learn how to . . .

- represent regrouping ones as tens in two-digit addition.
- represent regrouping a ten as ones in two-digit subtraction.
- add and subtract two-digit numbers.

World of Math 4

Prerequisite Check 6

7.1 Represent Regrouping for Addition 7
MP 3, 8

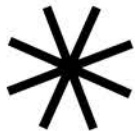
7.2 Represent Regrouping for Subtraction 13
MP 2, 5

7.3 Represent and Record 2-Digit Addition 19
MP 1, 6, 7

7.4 Represent and Record 2-Digit Subtraction 27
MP 2, 5

7.5 Add and Subtract 2-Digit Numbers 35
MP 2, 3, 7

Module Review 43



GRADE 2

Book 5 Module 8

Module 8 Addition and Subtraction Fluency 46

In this module, you will learn how to . . .

- write and solve addition and subtraction problems vertically.
- use the relationship between adding and subtracting to find differences.
- use strategies to add 3 or 4 two-digit numbers.

World of Math	48
Prerequisite Check	50
8.1 Rewrite Addition Problems	51
<small>MP 1, 7</small>	
8.2 Rewrite Subtraction Problems	57
<small>MP 6, 7</small>	
8.3 Use Addition and a Number Line to Subtract	63
<small>MP 4, 5</small>	
8.4 Add Three 2-Digit Numbers Using Strategies and Properties	69
<small>MP 2, 6</small>	
8.5 Add Four 2-Digit Numbers Using Strategies and Properties	77
<small>MP 2, 7</small>	
Module Review	85



Book 6 Contents

Module 9 Addition and Subtraction Problems and Equations 2

In this module, you will learn how to . . .

- represent and solve problems using bar models, drawings, and equations.
- solve addition and subtraction word problems.
- determine what operation to use in solving multistep problems.

World of Math 4

Prerequisite Check 6

9.1 Use Drawings to Represent Addition and Subtraction Situations 7
MP 4, 7

9.2 Use Equations to Represent Addition and Subtraction Situations 15
MP 4

9.3 Use Drawings and Equations to Represent 2-Digit Addition 23
MP 2, 4

9.4 Use Drawings and Equations to Represent 2-Digit Subtraction 31
MP 4, 7

9.5 Solve Addition and Subtraction Word Problems 39
MP 3, 4

9.6 Solve Multistep Addition and Subtraction Problems 47
MP 2, 4

Module Review 55



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GRADE 2

Book 6 Module 10

Module 10 **3-Digit Addition** 58

In this module, you will learn how to . . .

- draw quick pictures to represent three-digit addition.
- decompose numbers by place-value to add three-digit numbers.
- add three-digit numbers by regrouping.

World of Math 60

Prerequisite Check 62

10.1 Represent 3-Digit Addition 63

MP 1, 4

10.2 Decompose 3-Digit Addends 69

MP 6, 7

10.3 Represent Regrouping for Addition 75

MP 5, 8

10.4 Add 3-Digit Numbers 81

MP 6, 8

Module Review 87



Book 7 Contents

Module 11 3-Digit Subtraction 2

In this module, you will learn how to . . .

- build models to solve three-digit subtraction problems.
- solve three-digit subtraction problems with regrouping.
- add and subtract by using the standard algorithm.

World of Math 4

Prerequisite Check 6

11.1 Represent 3-Digit Subtraction 7
MP 3, 8

11.2 Represent Regrouping for Subtraction 13
MP 5, 6

11.3 Subtract 3-Digit Numbers 19
MP 1, 2

11.4 Represent Regrouping with Zeros 25
MP 3, 7

11.5 Regrouping with Zeros 31
MP 6, 7

11.6 Add and Subtract 3-Digit Numbers 37
MP 3, 7

Module Review 43

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Book 8 Contents

Module 12 Dollars and Cents 2

In this module, you will learn how to . . .

- understand the relationship between place value and coins.
- order and total combinations of coins and one dollar.
- solve money word problems.

World of Math	4
Prerequisite Check	6
(12.1) Relate Place Value to Coins	7
<small>MP 2, 7</small>	
(12.2) Identify and Find the Value of Coins	13
<small>MP 2, 6, 7</small>	
(12.3) Compute the Value of Coin Combinations	21
<small>MP 3, 7</small>	
(12.4) Show Amounts in Different Ways	27
<small>MP 2, 6, 8</small>	
(12.5) Relate the Value of Coins to One Dollar	35
<small>MP 2, 6</small>	
(12.6) Compute the Value of Dollar Combinations	41
<small>MP 6, 7</small>	
(12.7) Solve Problems Involving Money	47
<small>MP 2, 7</small>	
Module Review	55

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Book 9 Contents

Module 13 Length in Inches, Feet, and Yards 2

In this module, you will learn how to . . .

- estimate lengths in inches and feet.
- measure objects using tools to the nearest inch, foot, and yard.
- display length measurements on a line plot.

World of Math 4

Prerequisite Check 6

13.1 Estimate Lengths Using Inches 7
MP 5, 6

13.2 Make and Use a Ruler 13
MP 5, 6

13.3 Measure to the Nearest Inch 21
MP 6, 7

13.4 Make Line Plots to Show Measurement Data 27
MP 2, 7

13.5 Estimate Lengths Using Feet 35
MP 2, 8

13.6 Measure in Inches and Feet 41
MP 6, 7

13.7 Measure to the Nearest Yard 47
MP 2, 7

13.8 Choose Appropriate Tools 55
MP 2, 5

Module Review 61

GRADE 2

Book 9 Module 14



Module 14

Length in Centimeters and Meters

64

In this module, you will learn how to . . .

- estimate lengths in centimeters and meters.
- measure objects using appropriate tools in centimeters and meters.
- understand the inverse relationship between unit size and unit count.



World of Math	66
Prerequisite Check	68
14.1 Estimate Lengths Using Centimeters <small>MP 1, 2</small>	69
14.2 Measure to the Nearest Centimeter <small>MP 5, 6</small>	75
14.3 Estimate Lengths Using Meters <small>MP 2, 7</small>	81
14.4 Measure in Centimeters and Meters <small>MP 2, 3</small>	87
Module Review	93



Book 10 Contents

Module 15 Length Addition and Subtraction..... 2

In this module, you will learn how to . . .

- relate measurement to using a number line.
- add and subtract lengths in inches and centimeters.
- solve length problems using number lines, addition, and subtraction.

World of Math 4

Prerequisite Check 6

15.1 Relate Inches to a Number Line..... 7
MP 2, 8

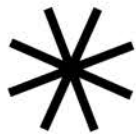
15.2 Add and Subtract Lengths in Inches 13
MP 4, 7

15.3 Relate Centimeters to a Number Line 19
MP 3, 7

15.4 Add and Subtract Lengths in Centimeters..... 25
MP 4, 6

15.5 Measure and Compare Lengths in Centimeters..... 31
MP 6, 7

Module Review 37



GRADE 2

Book 10 Module 16

Module 16 Data Representations 40

In this module, you will learn how to . . .

- collect survey data in a tally chart.
- solve problems using data in picture graphs or bar graphs.
- draw picture graphs or bar graphs to represent data.

World of Math 42

Prerequisite Check 44

16.1 Collect and Record Data 45
MP 6

16.2 Interpret Picture Graphs 51
MP 2, 6

16.3 Draw Picture Graphs to Represent Data 57
MP 6, 7

16.4 Interpret Bar Graphs 63
MP 6

16.5 Draw Bar Graphs to Represent Data 69
MP 6, 7

Module Review 77



GRADE 2

Book 11 Module 17

Book 11 Contents

Module 17 Time 2

In this module, you will learn how to . . .

- read and write time to the nearest 5 minutes.
- describe times by using digital and analog clocks.
- practice writing and telling time with a.m. and p.m.

World of Math 4

Prerequisite Check 6

17.1 Tell and Write Time to 5 Minutes 7
MP 6, 8

17.2 Different Ways to Tell and Write Time 13
MP 2, 5, 6, 7

17.3 Practice Telling and Writing Time 21
MP 5, 7

17.4 Tell and Write Time with a.m. and p.m. 27
MP 2, 7

Module Review 33



GRADE 2

Book 11 Module 18

Module 18 Equal Shares 36

In this module, you will learn how to . . .

- partition rectangles into squares.
- identify and name equal shares of circles and rectangles.
- partition shapes to show halves, thirds, or fourths.

World of Math 38

Prerequisite Check 40

18.1 Partition Rectangles 41

MP 7, 8

18.2 Identify and Describe Equal Shares 49

MP 2, 7

18.3 Draw Equal Shares 57

MP 2, 6

Module Review 63



Book 12 Contents

Module 19 Shapes and Equal Shares 2

In this module, you will learn how to . . .

- describe equal shares of wholes.
- identify and describe the attributes of shapes.
- identify angles in two-dimensional shapes.



World of Math 4

Prerequisite Check 6

19.1 Show and Describe an Equal Share 7

MP 2, 7

19.2 Different Ways to Show Equal Shares 15

MP 6, 7

19.3 Identify and Draw Three-Dimensional Shapes 21

MP 3, 6

19.4 Identify and Draw Two-Dimensional Shapes 29

MP 6, 7

19.5 Find and Count Angles in Two-Dimensional Shapes 37

MP 7, 8

19.6 Sort Two-Dimensional Shapes by Sides and Angles 43

MP 7, 8

Module Review 49



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