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Grade Level	Curriculum Product Suggested Unit							
Pre K	<i>Wee Engineer</i> ® Designing Fans, Designing Wrecking Balls, Designing Rafts, Designing Noisemakers							
Kindergarten	<i>EiE® for Kindergarten</i> Raise the Roof: Designing Shelters	K.L1U1.7 K.L2U1.8		<i>EiE® for Kindergarten</i> Here's the Scoop: Designing Trash Collectors		<i>Engineering is Elementary</i> ® A Work in Process: Improving a Play Dough Process		
	<i>Engineering Essentials</i> ™ Lighten Up: Designing Lighting Systems	1.P2U1.1		<i>Computer Science Essentials</i> ™ Programming Robots	1.AP.A.1, 1.AP.V.1 1.AP.C.1, 1.AP.M.1 1.AP.PD.1, 3, 4		<i>Engineering is Elementary</i> ® Thinking Inside the Box: Designing Plant Packages	1.L2U2.7 
1st Grade	<i>Engineering is Elementary</i> ® Sounds Like Fun: Seeing Animal Sounds	1.P2U1.2		<i>Engineering is Elementary</i> ® Marvelous Machines: Making Work Easier	1.P3U1.3		<i>Engineering is Elementary</i> ® To Get to the Other Side: Designing Bridges	1.P3U1.3 
	<i>Engineering Essentials</i> ™ Best of Bugs: Designing Hand Pollinators	2.L2U1.9		<i>Computer Science Essentials</i> ™ Creating Animations	2.DA.S.1, 2.AP.A.1 2.AP.V.1 2.AP.C.1, 2.AP.M.1 2.AP.PD.1, 3, 4		<i>Engineering is Elementary</i> ® Just Passing Through: Designing Model Membranes	2.L2U1.9 
2nd Grade	<i>Engineering is Elementary</i> ® Taking the Plunge: Designing Submersibles	2.P1U1.1		<i>Engineering is Elementary</i> ® Water, Water Everywhere: Designing Water Filters	2.E1U1.5 2.E1U3.7		<i>Engineering Adventures</i> ® Sky's the Limit: Engineering Flying Technologies	2.E1U.6 
	<i>Computer Science Essentials</i> ™ Building Automated Systems	3.CS.D.1 3.CS.HS.2, 3.CS.T.1 3.AP.A.1, 3.AP.C.1 3.AP.M.1 3.AP.PD.1, 2, 4, 5		<i>Engineering Adventures</i> ® Music to My Ears: An Acoustical Engineering Challenge	3.P2U1.2 3.P4U1.3		<i>Engineering is Elementary</i> ® No Bones About it: Designing Knee Braces	3.L1U1.5 3.L2U1.6 
3rd Grade	<i>Engineering Adventures</i> ® Light Up the Night: An Electrical Engineering Challenge	3.P4U1.3		<i>Engineering Adventures</i> ® Hop to It: Removal of Invasive Species	3.L2U1.6		<i>Engineering Adventures</i> ® Go Green: Engineering Recycled Racers	
	<i>Computer Science Essentials</i> ™ Designing Computer Games	4.DA.CVT.1 4.DA.IM.1, 4.AP.1.1 4.AP.V.1, 4.AP.C.1 4.AP.M.1, 2 4.AP.PD.3, 4, 5		<i>Engineering is Elementary</i> ® The Attraction is Obvious: Designing a Maglev System	4.P4U1.1 4.P2U1.3		<i>Engineering is Elementary</i> ® Solid as a Rock: Replicating an Artifact	4.E1U1.6 4.E1U1.7 
4th Grade	<i>Engineering is Elementary</i> ® Now You're Cooking: Designing Solar Ovens	4.P4U1.1 4.P4U3.4		<i>Engineering is Elementary</i> ® A Stick in the Mud: Evaluating a Landscape	4.E1U1.6 4.E1U1.7 4.E1U3.9 4.E1U2.10		<i>Engineering is Elementary</i> ® An Alarming Idea: Designing Alarm Circuits	4.P4U1.2 
	<i>Engineering Adventures</i> ® A Slippery Slope: Engineering an Avalanche Protection System	4.E1U3.9		<i>Engineering is Elementary</i> ® Catching the Wind: Designing Windmills	4.P4U3.4 4.E1U1.8 4.E1U3.9			
	<i>Engineering Essentials</i> ™ A Slick Solution: Cleaning an Oil Spill	5.L3U1.10		<i>Computer Science Essentials</i> ™ Analyzing Digital Images	5.CS.D.1, 5.CS.HS.1 5.DA.CVT.1, 5.DA.IM.1 5.AP.1.1, 5.AP.V.1, 5.AP.C.1 5.AP.M.1, 2 5.AP.PD.1, 3, 4, 5		<i>Engineering is Elementary</i> ® A Sticky Situation: Designing Walls	5.P1U1.1 5.P1U1.2 
5th Grade	<i>Engineering is Elementary</i> ® A Long Way Down: Designing Parachutes	5.P3U1.4 5.P3U2.5		<i>Engineering Adventures</i> ® Liftoff: Engineering Rockets and Rovers	5.P3U1.4 5.P4U1.6 5.P3U2.5		<i>Engineering Adventures</i> ® To the Rescue: Engineering Aid Drop Packages	5.P3U1.4 5.P4U1.6 5.P3U2.5 
	<i>Engineering Adventures</i> ® Shake Things Up: Engineering Earthquake-Resistant Buildings							
	<i>Engineering Everywhere</i> ® Here Comes the Sun: Engineering Insulated Homes	6.E1U1.6		<i>Engineering Everywhere</i> ® Don't Runoff: Engineering an Urban Landscape	6.L2U3.11 6.L2U1.13		<i>Engineering Everywhere</i> ® Testing the Waters: Engineering a Water Reuse Process	6.L2U3.11 
6th Grade	<i>Engineering Everywhere</i> ® Growing Up: Engineering Vertical Farms	6.L2U1.13						

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7 th Grade	<i>Engineering Everywhere</i> ® Worlds Apart: Remote Sensing Devices	7.E1U1.6		<i>Engineering Everywhere</i> ® It's About Time: Engineering Timers
	<i>Engineering Everywhere</i> ® Go Fish: Engineering Prosthetic Tails			<i>Engineering Everywhere</i> ® Put a Lid on It: Engineering Safety Helmets
8 th Grade	<i>Engineering Everywhere</i> ® Food for Thought: Engineering Ice Cream	8.P4U1.3		<i>Engineering Everywhere</i> ® Outbreak Alert: Engineering a Pandemic Response
	<i>Engineering Everywhere</i> ® Plants to Plastics: Engineering Bioplastics	8.P1U1.1 8.P1U1.2 8.E1U3.8		<i>Engineering Everywhere</i> ® It's in the Bag: Engineering Bioinspired Gear