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Grade Level	Curriculum Product		
	Suggested Units		
Pre-K	<i>Wee Engineer</i> ® Designing Fans, Designing Wrecking Balls, Designing Rafts, Designing Noisemakers <b>PreK-PS1-2(MA)</b> 		
Kindergarten	<i>EiE</i> ® for Kindergarten Here's the Scoop: Designing Trash Collectors <b>K-ESS3-3</b> 	<i>EiE</i> ® for Kindergarten Raise the Roof: Designing Shelters <b>K-PS3-2</b> 	<i>Engineering is Elementary</i> ® To Get to the Other Side: Designing Bridges <b>K-PS2-1</b> 
1 <sup>st</sup> Grade	<i>Engineering is Elementary</i> ® Sounds Like Fun: Seeing Animal Sounds <b>1-PS4-1</b> 	<i>Engineering Essentials</i> ™ Designing Lighting Systems <b>1-PS4-3</b> 	<i>Computer Science Essentials</i> ™ Programming Robots <b>K-2.CS.a</b> 
2 <sup>nd</sup> Grade	<i>Engineering is Elementary</i> ® A Stick in the Mud: Evaluating a Landscape <b>2-ESS2-4(MA)</b> 	<i>Engineering Essentials</i> ™ Designing Hand Pollinators <b>2-LS2-3(MA)</b> 	<i>Computer Science Essentials</i> ® Creating Animations <b>K-2.DTC.b</b> 
	<i>Engineering is Elementary</i> ® A Sticky Situation: Designing Walls <b>2-PS1-2</b> 	<i>Engineering is Elementary</i> ® Taking the Plunge: Designing Submersibles <b>2.K-2-ETS1-3</b> 	
3 <sup>rd</sup> Grade	<i>Engineering is Elementary</i> ® Just Passing Through: Designing Model Membranes <b>3-LS4-3</b> 	<i>Engineering Adventures</i> ® Hop to It: Safe Removal of Invasive Species <b>3-LS4-3</b> 	<i>Engineering is Elementary</i> ® Catching the Wind: Designing Windmills <b>3-PS2-1</b> 
	<i>Engineering is Elementary</i> ® A Long Way Down: Designing Parachutes <b>3-PS2-1</b> 	<i>Engineering is Elementary</i> ® Marvelous Machines: Making Work Easier <b>3-PS2-1</b> 	<i>Engineering Adventures</i> ® Go Green: Engineering Recycled Racers <b>3-PS2-1</b> 
	<i>Engineering Adventures</i> ® Liftoff: Engineering Rockets and Rovers <b>3-PS2-1</b> 	<i>Engineering Essentials</i> ™ Designing Maglev Systems <b>3-PS2-3</b> 	<i>Computer Science Essentials</i> ™ Building Automated Systems <b>3-5.CS.b</b> 
4 <sup>th</sup> Grade	<i>Engineering is Elementary</i> ® Solid as a Rock: Replicating an Artifact <b>4-ESS1-1</b> 	<i>Engineering Essentials</i> ™ Designing Solar Ovens <b>4-ESS1-1</b> 	<i>Computer Science Essentials</i> ® Analyzing Computer Games <b>3-5.CT.d</b> 
	<i>Engineering Adventures</i> ® Shake Things Up: Engineering Earthquake-Resistant Buildings <b>4-ESS3-2</b> 	<i>Engineering Adventures</i> ® A Slippery Slope: Engineering an Avalanche Protection System <b>4-ESS3-2</b> 	<i>Engineering is Elementary</i> ® No Bones About It: Designing Knee Braces <b>4-LS1-1</b> 
	<i>Engineering is Elementary</i> ® Thinking Inside the Box: Designing Plant Packages <b>4-LS1-1</b> 	<i>Engineering Adventures</i> ® Light Up the Night: An Electrical Engineering Challenge <b>4-PS3-2</b> 	<i>Engineering Adventures</i> ® To the Rescue: Engineering Aid Drop Packages <b>4-PS3-3</b> 
	<i>Engineering is Elementary</i> ® An Alarming Idea: Designing Alarm Circuits <b>4-PS3-4</b> 	<i>Engineering Adventures</i> ® Music to My Ears: An Acoustical Engineering Challenge <b>4-PS4-1</b> 	<i>Engineering Adventures</i> ® In Good Hands: Engineering Space Gloves <b>4.3-5-ETS1-5 (MA)</b> 
5 <sup>th</sup> Grade	<i>Engineering Essentials</i> ™ Cleaning an Oil Spill <b>5-ESS3-1</b> 	<i>Computer Science Essentials</i> ® Analyzing Digital Images <b>3-5.CT.d</b> 	<i>Engineering is Elementary</i> ® Water, Water Everywhere: Designing Water Filters <b>5-ESS3-2 (MA)</b> 
	<i>Engineering is Elementary</i> ® A Work in Process: Improving a Play Dough Process <b>5-PS1-3</b> 	<i>Engineering Adventures</i> ® Bubble Bonanza: Engineering Bubble Wands <b>5.3-5-ETS3-1 (MA)</b> 	

## Suggested EiE Units by Grade for Massachusetts Science and Technology / Engineering Framework, 2016 and Massachusetts Digital Literacy and Computer Science Framework, 2016

Grade Level	Curriculum Product								
	Suggested Units								
6 <sup>th</sup> Grade	<i>Engineering Everywhere</i> ® Put a Lid on It: Engineering Safety Helmets	6.MS-LS1-3		<i>Engineering Everywhere</i> ® It's About Time: Engineering Timers	6.MS-ETS1-1		<i>Engineering Everywhere</i> ® Go Fish: Engineering Prosthetic Tails	6.MS-ETS1-1	
7 <sup>th</sup> Grade	<i>Engineering Everywhere</i> ® Testing the Waters: Engineering a Water Reuse Process	7.MS-ESS3-4		<i>Engineering Everywhere</i> ® Growing Up: Engineering Vertical Farms	7.MS-LS1-4		<i>Engineering Everywhere</i> ® It's in the Bag: Engineering Bioinspired Gear	7.MS-LS2-2	
	<i>Engineering Everywhere</i> ® Don't Runoff: Engineering an Urban Landscape	7.MS-LS2-5		<i>Engineering Everywhere</i> ® Here Comes the Sun: Engineering Insulated Homes	7.MS-PS3-3		<i>Engineering Everywhere</i> ® Worlds Apart: Engineering Remote Sensing Devices	7.MS-ETS1-2	
8 <sup>th</sup> Grade	<i>Engineering Everywhere</i> ® Outbreak Alert: Engineering a Pandemic Response	8.MS-LS3-1		<i>Engineering Everywhere</i> ® Plants to Plastics: Engineering Bioplastics	8.MS-PS1-1		<i>Engineering Everywhere</i> ® Food for Thought: Engineering Ice Cream	8.MS-PS1-2	