Museum of Science®

Suggested Units by Grade for
Ohio's Learning Standards for Science, Computer Science, and Technology

Grade Level	*Curriculum Product* Suggested Units		
Pre K	*Wee Engineer®* Designing Fans, Designing Wrecking Balls, Designing Rafts, Designing Noisemakers		
Kindergarten	*EIE® for Kindergarten* K.ESS.1 Raise the Roof: Designing Shelters	*EIE® for Kindergarten* K.PS.1 Here's the Scoop: Designing Trash Collectors	*Engineering is Elementary®* K.LS.2 Just Passing Through: Designing Model Membranes
	EIE® for Kindergarten ATP.A.K.a ATP.VDR.K.a Sort It Out: Programming Robots to Recycle		
1st Grade	*Engineering is Elementary®* 1.ESS.2 Water, Water Everywhere: Designing Water Filters	*Engineering is Elementary®* 1.LS.2 Thinking Inside the Box: Designing Plant Packages	*Engineering Essentials®* 1.LS.1 1.LS.2 Designing Hand Pollinators
	Computer Science Essentials® ATP.A.1.a ATP.M.1.a Programming Robots	*Engineering is Elementary®* 1.PS.1 A Sticky Situation: Designing Walls	
2nd Grade	*Engineering is Elementary®* 2.ESS.1 Catching the Wind: Designing Windmills	*Engineering is Elementary®* 2.PS.1 To Get to the Other Side: Designing Bridges	*Engineering is Elementary®* 2.PS.1 A Long Way Down: Designing Parachutes
	Computer Science Essentials® ATP.M.2.a ATP.PD.2.a-b Creating Animations		
3rd Grade	*Engineering is Elementary®* 3.ESS.1 Solid as a Rock: Replicating an Artifact	*Engineering is Elementary®* 3.PS.3 An Alarming Idea: Designing Alarm Circuits	*Engineering is Elementary®* 3.PS.2 A Work in Process: Improving a Play Dough Process
	Engineering Essentials® 3.PS.3 Designing Lighting Systems	*Engineering Adventures®* 3.PS.3 In Good Hands: Designing Space Gloves	*Engineering Essentials®* 3.PS.3 Designing Maglev Systems
	Computer Science Essentials® CS.D.3.a Building Automated Systems	*Engineering Adventures®* 3.PS.3 Light Up the Night: An Electrical Engineering Challenge	*Engineering Adventures®* 3.PS.3 Music to My Ears: An Acoustical Engineering Challenge
4th Grade	*Engineering is Elementary®* 4.ESS.1 A Stick in the Mud: Evaluating a Landscape	*Engineering is Elementary®* 4.ESS.1 Taking the Plunge: Designing Submersibles	*Engineering Adventures®* 4.ESS.2 A Slippery Slope: Engineering an Avalanche Protection System
	Engineering Essentials® 4.PS.2 Designing Solar Ovens	*Computer Science Essentials®* ATP.VDR.4.a Designing Computer Games	*Engineering Adventures®* 4.PS.2 Go Green: Engineering Recycled Racers
	Engineering Adventures® 4.LS.1 Hop to It: Removal of Invasive Species		
5th Grade	*Engineering Essentials®* 5.LS.1 Cleaning an Oil Spill	*Computer Science Essentials®* DA.VC.5.a Analyzing Digital Images	*Engineering is Elementary®* 5.PS.1 Marvelous Machines: Making Work Easier
	Engineering Adventures® 5.PS.1 Liftoff: Engineering Rockets and Rovers	*Engineering Adventures®* 5.PS.1 The Sky's the Limit: Engineering Flying Technologies	*Engineering Adventures®* 5.PS.1 Shake Things Up: Engineering Earthquake-Resistant Buildings
	Engineering is Elementary® 5.PS.2 Sounds Like Fun: Seeing Animal Sounds		

KEY | PHYSICAL SCIENCE EARTH SCIENCE LIFE SCIENCE COMPUTER SCIENCE

Contact sales@mos.org or visit eie.org for more information.

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6th Grade	*Engineering Everywhere®* 6.LS.4 It's in the Bag: Engineering Bioinspired Gear	*Engineering Everywhere®* 6.LS.4 Go Fish: Engineering Prosthetic Tails	*Engineering Everywhere®* 6.LS.4 Outbreak Alert: Engineering a Pandemic
7th Grade	*Engineering Everywhere®* 7.ESS.1 Don't Runoff: Engineering an Urban Landscape	*Engineering Everywhere®* 7.ESS.1 Testing the Waters: Engineering a Water Reuse Process	*Engineering Everywhere®* 7.PS.4 Here Comes the Sun: Engineering Insulated Homes
	Engineering Everywhere® 7.PS.4 Worlds Apart: Remote Sensing Devices	*Engineering Everywhere®* 7.LS.2 Growing Up: Engineering Vertical Farms	
8th Grade	*Engineering Everywhere®* 8.PS.1 Put a Lid on It: Engineering Safety Helmets	*Engineering Everywhere®* 8.PS.2 Plants to Plastics: Engineering Bioplastics	*Engineering Everywhere®* Food for Thought: Engineering Ice Cream
	Engineering Everywhere® *It's About Time:* *Engineering Timers*		

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