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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 		
Kindergarten	<i>EiE</i> ® for Kindergarten Raise the Roof: Designing Shelters 	<i>EiE</i> ® for Kindergarten Here's the Scoop: Designing Trash Collectors 	<i>Engineering is Elementary</i> ® Marvelous Machines: Making Work Easier 
	<i>Engineering Essentials</i> ® Designing Lighting Systems 	<i>Computer Science Essentials</i> ® Programming Robots 	<i>Engineering is Elementary</i> ® Thinking Inside the Box: Designing Plant Packages 
1 st Grade	<i>Engineering is Elementary</i> ® Sounds Like Fun: Seeing Animal Sounds 	<i>Engineering Adventures</i> ® Light Up the Night: An Electrical Engineering Challenge 	<i>Engineering is Elementary</i> ® Just Passing Through: Designing Model Membranes 
	<i>Engineering Essentials</i> ® Designing Hand Pollinators 	<i>Computer Science Essentials</i> ® Creating Animations 	<i>Engineering is Elementary</i> ® A Stick in the Mud: Evaluating a Landscape 
2 nd Grade	<i>Engineering is Elementary</i> ® A Work in Process: Improving a Play Dough Process 	<i>Engineering Adventures</i> ® In Good Hands: Designing Space Gloves 	
	<i>Engineering Essentials</i> ® The Attraction is Obvious: Designing a Maglev System 	<i>Computer Science Essentials</i> ® Building Automated Systems 	<i>Engineering is Elementary</i> ® To Get to the Other Side: Designing Bridges 
3 rd Grade	<i>Engineering is Elementary</i> ® A Long Way Down: Designing Parachutes 	<i>Engineering is Elementary</i> ® Solid as a Rock: Replicating an Artifact 	<i>Engineering Adventures</i> ® A Slippery Slope: Engineering an Avalanche Protection System 
	<i>Engineering Essentials</i> ® Designing Solar Ovens 	<i>Computer Science Essentials</i> ® Designing Computer Games 	<i>Engineering is Elementary</i> ® No Bones About it: Designing Knee Braces 
4 th Grade	<i>Engineering is Elementary</i> ® Catching the Wind: Designing Windmills 	<i>Engineering is Elementary</i> ® A Sticky Situation: Designing Walls 	<i>Engineering is Elementary</i> ® Water, Water Everywhere: Designing Water Filters 
	<i>Engineering Adventures</i> ® Shake Things Up: Engineering Earthquake-Resistant Buildings 	<i>Engineering Adventures</i> ® Music to My Ears: An Acoustical Engineering Challenge 	<i>Engineering Adventures</i> ® Sky's the Limit: Engineering Flying 
	<i>Engineering Essentials</i> ® Cleaning an Oil Spill 	<i>Computer Science Essentials</i> ® Analyzing Digital Images 	<i>Engineering is Elementary</i> ® An Alarming Idea: Designing Alarm Circuits 
5 th Grade	<i>Engineering is Elementary</i> ® Taking the Plunge: Designing Submersibles 	<i>Engineering Adventures</i> ® Liftoff: Engineering Rockets and Rovers 	<i>Engineering Adventures</i> ® To the Rescue: Engineering Aid Drop Packages 
	<i>Engineering Adventures</i> ® Go Green: Engineering Recycled Racers 	<i>Engineering Adventures</i> ® Hop to It: Removal of Invasive Species 	
	<i>Engineering Everywhere</i> ® Here Comes the Sun: Engineering Insulated Homes 	<i>Engineering Everywhere</i> ® Worlds Apart: Remote Sensing Devices 	
7 th Grade	<i>Engineering Everywhere</i> ® Testing the Waters: Engineering a Water Reuse Process 	<i>Engineering Everywhere</i> ® Growing Up: Engineering Vertical Farms 	<i>Engineering Everywhere</i> ® Outbreak Alert: Engineering a Pandemic Response 
	<i>Engineering Everywhere</i> ® Go Fish: Engineering Prosthetic Tails 	<i>Engineering Everywhere</i> ® Don't Runoff: Engineering an Urban Landscape 	<i>Engineering Everywhere</i> ® It's in the Bag: Engineering Bioinspired Gear 
8 th Grade	<i>Engineering Everywhere</i> ® Food for Thought: Engineering Ice Cream 	<i>Engineering Everywhere</i> ® Plants to Plastics: Engineering Bioplastics 	<i>Engineering Everywhere</i> ® It's About Time: Engineering Timers 