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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® for Kindergarten</i> Raise the Roof: Designing Shelters K.P2U1.1 	<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 K.P2U2.2 
	<i>Engineering Essentials®</i> Lighten Up: Designing Lighting Systems 1.P2U1.1 	<i>Computer Science Essentials®</i> Programming Robots 1.CS.T.1 1.DA.S.1 1.AP.PD.1-4 	<i>Engineering is Elementary®</i> Thinking Inside the Box: Designing Plant Packages 1.L1U1.6 1.L2U2.7 
1 <sup>st</sup> 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.AP.A.1 2.AP.C.1 2.AP.M.1 	<i>Engineering is Elementary®</i> Just Passing Through: Designing Model Membranes 2.L2U1.10 
2 <sup>nd</sup> Grade	<i>Engineering is Elementary®</i> Taking the Plunge: Designing Submersibles 2.P1U1.1 	<i>Engineering Adventures®</i> In Good Hands: Designing Space Gloves 2.P4U1.3 	<i>Engineering Adventures®</i> Sky's the Limit: Engineering Flying Technologies 2.P1U1.1 
	<i>Computer Science Essentials®</i> Building Automated Systems 3.AP.C.1 3.AP.M.1 3.AP.PD.1 	<i>Engineering Adventures®</i> Music to My Ears: An Acoustical Engineering Challenge 3.P2U1.2 	<i>Engineering is Elementary®</i> An Alarming Idea: Designing Alarm Circuits 3.P4U1.3 
3 <sup>rd</sup> 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.L1U1.5 	<i>Engineering Adventures®</i> Go Green: Engineering Recycled Racers 
	<i>Computer Science Essentials®</i> Designing Computer Games 4.AP.1.1 4.AP.V.1 4.AP.C.1 	<i>Engineering is Elementary®</i> The Attraction is Obvious: Designing a Maglev System 4.P2U1.3 	<i>Engineering is Elementary®</i> Solid as a Rock: Replicating an Artifact 4.E1U1.7 
4 <sup>th</sup> Grade	<i>Engineering is Elementary®</i> Now You're Cooking: Designing Solar Ovens 4.P4U1.1 	<i>Engineering is Elementary®</i> A Stick in the Mud: Evaluating a Landscape 4.E1U3.9 	<i>Engineering is Elementary®</i> Water, Water Everywhere: Designing Water Filters 4.E1U3.9 
	<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.E1U3.9 	<i>Engineering is Elementary®</i> No Bones About it: Designing Knee Braces 
	<i>Engineering Essentials®</i> A Slick Solution: Cleaning an Oil Spill 5.L3U1.9 	<i>Computer Science Essentials®</i> Analyzing Digital Images 5.AP.1.1 5.AP.V.1 5.AP.C.1 	<i>Engineering is Elementary®</i> A Sticky Situation: Designing Walls 5.P1U1.2 
5 <sup>th</sup> Grade	<i>Engineering is Elementary®</i> A Long Way Down: Designing Parachutes 5.P2U1.3 	<i>Engineering Adventures®</i> Liftoff: Engineering Rockets and Rovers 5.P3U1.4 5.P3U2.5 	<i>Engineering Adventures®</i> To the Rescue: Engineering Aid Drop Packages 5.P3U1.4 5.P3U2.5 
	<i>Engineering Adventures®</i> Sky's the Limit: Engineering Flying Technologies 5.P3U1.4 5.P3U2.5 	<i>Engineering Adventures®</i> Shake Things Up: Engineering Earthquake- Resistant Buildings 5.E2U1.8 	
	<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 	<i>Engineering Everywhere®</i> Testing the Waters: Engineering a Water Reuse Process 6.L2U3.11 
6 <sup>th</sup> Grade	<i>Engineering Everywhere®</i> Growing Up: Engineering Vertical Farms 6.L2U1.13 		

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7 <sup>th</sup> Grade	<i>Engineering Everywhere®</i> Worlds Apart: Remote Sensing Devices 7.E1U1.6 	<i>Engineering Everywhere®</i> It's About Time: Engineering Timers 7.P3U1.3 	<i>Engineering Everywhere®</i> Put a Lid on It: Engineering Safety Helmets 7.P3U1.4 
8 <sup>th</sup> Grade	<i>Engineering Everywhere®</i> Food for Thought: Engineering Ice Cream 8.P4U1.3 	<i>Engineering Everywhere®</i> Outbreak Alert: Engineering a Pandemic Response 8.L4U1.11 	<i>Engineering Everywhere®</i> It's in the Bag: Engineering Bioinspired Gear 8.L4U1.12 
	<i>Engineering Everywhere®</i> Go Fish: Engineering Prosthetic Tails 8.L4U1.12 	<i>Engineering Everywhere®</i> Plants to Plastics: Engineering Bioplastics 8.P1U1.2 