








































## Suggested Units by Grade for Indiana Academic Standards for Science and Computer Science \*













Grade Level	Curriculum Product Suggested Units	
Kindergarten	<i>EiE® for Kindergarten</i> Here's the Scoop: Designing Trash Collectors <b>K.ESS.4</b> 	<i>EiE® for Kindergarten</i> Raise the Roof: Designing Shelters <b>K.ESS.1</b>  <b>K.LS.3</b> 
1 <sup>st</sup> Grade	<i>Engineering is Elementary®</i> A Sticky Situation: Designing Walls <b>1.ESS.2</b>  <b>1.ESS.3</b> 	<i>Engineering Essentials™</i> Designing Lighting Systems <b>1.PS.4</b> 
2 <sup>nd</sup> Grade	<i>Engineering is Elementary®</i> A Work in Process: Improving a Play Dough Process <b>2.PS.1</b>  <b>2.PS.2</b> 	<i>Engineering is Elementary®</i> Just Passing Through: Designing Model Membranes <b>2.LS.2</b>  <b>2.LS.3</b> 
	<i>Engineering Essentials™</i> Designing Hand Pollinators <b>2.LS.2</b>  <b>2.PS.4</b> 	<i>Computer Science Essentials™</i> Creating Animations <b>K-2-DI.1</b> 
3 <sup>rd</sup> Grade	<i>Engineering is Elementary®</i> Marvelous Machines: Making Work Easier <b>3.PS.1</b>  <b>3.PS.2</b> 	<i>Engineering is Elementary®</i> To Get to the Other Side: Designing Bridges <b>3.PS.1</b> 
	<i>Engineering is Elementary®</i> Thinking Inside the Box: Designing Plant Packages <b>3.LS.2</b>  <b>3.LS.3</b> 	<i>Engineering Adventures®</i> A Slippery Slope: Engineering an Avalanche Protection System <b>3.ESS.2</b> 
	<i>Engineering Essentials™</i> Designing Maglev Systems <b>3-5-E.3</b> 	<i>Computer Science Essentials™</i> Building Automated Systems <b>3-5-CD.4</b> 
4 <sup>th</sup> Grade	<i>Engineering Adventures®</i> Go Green: Engineering Recycled Racers <b>4.PS.2</b> 	<i>Engineering is Elementary®</i> Catching the Wind: Designing Windmills <b>4.PS.4</b> 
	<i>Engineering is Elementary®</i> Water, Water Everywhere: Designing Water Filters <b>4.ESS.4</b> 	<i>Engineering Essentials™</i> Designing Solar Ovens <b>4.ESS.2</b> 
	<i>Engineering is Elementary®</i> A Stick in the Mud: Evaluating a Landscape <b>4.ESS.4</b> 	
5 <sup>th</sup> Grade	<i>Engineering is Elementary®</i> Taking the Plunge: Designing Submersibles <b>5.PS.4</b> 	<i>Engineering is Elementary®</i> A Long Way Down: Designing Parachutes <b>5.ESS.1</b> 
	<i>Engineering Adventures®</i> To the Rescue: Engineering Aid Drop Packages <b>3-5-E.2</b>  <b>3-5-E.3</b> 	<i>Engineering Essentials™</i> Cleaning an Oil Spill <b>5.ESS.3</b> 
	<i>Engineering Adventures®</i> Bubble Bonanza: Engineering Bubble Wands <b>3-5-E.1</b>  <b>3-5-E.2</b>  <b>3-5-E.3</b> 	<i>Computer Science Essentials®</i> Analyzing Digital Images <b>3-5-PA.2</b> 
6 <sup>th</sup> Grade	<i>Engineering Adventures®</i> Music to My Ears: An Acoustical Engineering Challenge <b>6.PS.4</b> 	<i>Engineering Adventures®</i> Light Up the Night: An Electrical Engineering Challenge <b>6.PS.4</b> 
	<i>Engineering Everywhere®</i> Growing Up: Engineering Vertical Farms <b>6.LS.2</b> 	<i>Engineering Adventures®</i> Hop to It: Safe Removal of Invasive Species <b>6.LS.5</b> 

\* Based on 2016 Indiana Academic Standards

KEY | **PHYSICAL SCIENCE**  **EARTH SCIENCE**  **LIFE SCIENCE**  **ENGINEERING**  **COMPUTER SCIENCE** 

Contact [sales@mos.org](mailto:sales@mos.org) or visit [eie.org](http://eie.org) for more information.

## Suggested Units by Grade for Indiana Academic Standards for Science and Computer Science \*

Grade Level	Curriculum Product Suggested Units					
7 <sup>th</sup> Grade	<i>Engineering Adventures</i> ® The Sky's the Limit: Engineering Flying Technologies	<b>7.PS.4</b> 	<i>Engineering Adventures</i> ® Liftoff: Engineering Rockets and Rovers	<b>7.PS.5</b> 	<i>Engineering Everywhere</i> ® Put a Lid on It: Engineering Safety Helmets	<b>7.PS.7</b> 
	<i>Engineering Everywhere</i> ® Here Comes the Sun: Engineering Insulated Homes	<b>7.PS.9</b> 	<i>Engineering Adventures</i> ® Shake Things Up: Engineering Earthquake-Resistant Buildings	<b>7.ESS.3</b> 	<i>Engineering Everywhere</i> ® Plants to Plastics: Engineering Bioplastics	<b>7.ESS.6</b> 
8 <sup>th</sup> Grade	<i>Engineering Everywhere</i> ® Don't Runoff: Engineering an Urban Landscape	<b>8.ESS.2</b>  <b>8.ESS.3</b>	<i>Engineering Everywhere</i> ® Testing the Waters: Engineering a Water Reuse Process	<b>8.ESS.3</b> 	<i>Engineering Everywhere</i> ® It's in the Bag: Engineering Bioinspired Gear	<b>8.LS.9</b> 
	<i>Engineering Everywhere</i> ® Oubreak Alert! Engineering a Pandemic Response	<b>8.LS.11</b> 	<i>Engineering Everywhere</i> ® Go Fish: Engineering Prosthetic Tails	<b>6-8-E.1</b> <b>6-8-E.2</b>  <b>6-8-E.3</b> <b>6-8-E.4</b>	<i>Engineering Everywhere</i> ® Food for Thought: Engineering Ice Cream	<b>6-8.E.3</b> 

\* Based on 2016 Indiana Academic Standards

KEY | PHYSICAL SCIENCE  EARTH SCIENCE  LIFE SCIENCE  ENGINEERING  COMPUTER SCIENCE 

Contact [sales@mos.org](mailto:sales@mos.org) or visit [eie.org](http://eie.org) for more information.