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### Massachusetts Curriculum Framework for Engineering, Science, and Technology (2016) and Curriculum Framework for Digital Literacy and Computer Science (2016)

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</b> 			
Kindergarten	<i>EiE</i> ® for Kindergarten Raise the Roof: Designing Shelters	<b>K-PS3-2</b> 	<i>EiE</i> ® for Kindergarten Here's the Scoop: Designing Trash Collectors	<b>K-ESS2-2</b> 	
1 <sup>st</sup> Grade	<i>Engineering is Elementary</i> ® Thinking Inside the Box: Designing Plant Packages	<b>1-LS1-1</b> 	<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-2CS.a</b> 			
2 <sup>nd</sup> Grade	<i>Engineering Essentials</i> ™ Designing Hand Pollinators	<b>2-LS2-3(MA)</b> 	<i>Engineering is Elementary</i> ® A Stick in the Mud: Evaluating a Landscape	<b>2-ESS2-4(MA)</b> 	<i>Engineering is Elementary</i> ® A Sticky Situation: Designing Walls <b>2-PS1-2</b> 
	<i>Engineering Adventures</i> ® In Good Hands: Engineering Space Gloves	<b>2-PS1-2</b> 	<i>Engineering Adventures</i> ® To the Rescue: Engineering Aid Drop Packages	<b>2-PS1-2</b> 	<i>Engineering is Elementary</i> ® To Get to the Other Side: Designing Bridges <b>2.K-2-ETS1-3</b> 
	<i>Computer Science Essentials</i> ® Creating Animations	<b>K-2.DTC.b</b> 			
3 <sup>rd</sup> Grade	<i>Engineering Adventures</i> ® Hop to It: Safe Removal of Invasive Species	<b>3-LS4-3</b> 	<i>Engineering is Elementary</i> ® Just Passing Through: Designing Model Membranes	<b>3-LS4-4</b> 	<i>Engineering is Elementary</i> ® A Long Way Down: Designing Parachutes <b>3-PS2-1</b> 
	<i>Engineering Adventures</i> ® Liftoff: Engineering Rockets and Rovers	<b>3-PS2-1</b> 	<i>Engineering is Elementary</i> ® Catching the Wind: Designing Windmills	<b>3-PS2-1</b> 	<i>Engineering is Elementary</i> ® Marvelous Machines: Making Work Easier <b>3-PS2-1</b> 
	<i>Engineering Essentials</i> ™ Designing Maglev Systems	<b>3-PS2-3</b> 	<i>Engineering Adventures</i> ® Bubble Bonanza: Engineering Bubble Wands	<b>3.3-5-ETS1-2</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-ESS3-1</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 Adventures</i> ® Light Up the Night: An Electrical Engineering Challenge <b>4-PS3-2</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 is Elementary</i> ® Taking the Plunge: Designing Submersibles <b>4.3-5-ETS1-3</b> 
	<i>Engineering Adventures</i> ® In Good Hands: Engineering Space Gloves	<b>4.3-5-ETS1-5(MA)</b> 	<i>Computer Science Essentials</i> ® Analyzing Computer Games	<b>3-5.CT.d</b> 	

## EiE Curricula PK-G8 Standards Alignment: Massachusetts Curriculum Framework for Engineering, Science, and Technology (2016) and Curriculum Framework for Digital Literacy and Computer Science (2016)

Grade Level	Curriculum Product Suggested Units		
5 <sup>th</sup> Grade	<i>Engineering Essentials</i> ™ Cleaning an Oil Spill <span style="float: right;">5-ESS3-1 </span>	<i>Engineering Adventures</i> ® Go Green: Engineering Recycled Racers <span style="float: right;">5-ESS3-1 </span>	<i>Engineering is Elementary</i> ® Water, Water Everywhere: Designing Water Filters <span style="float: right;">5-ES S3-2(MA) </span>
	<i>Engineering is Elementary</i> ® A Work in Process: Improving a Play Dough Process <span style="float: right;">5-PS1-3 </span>	<i>Computer Science Essentials</i> ® Analyzing Digital Images <span style="float: right;">3-5.CT.d </span>	
6 <sup>th</sup> Grade	<i>Engineering Everywhere</i> ® Outbreak Alert: Engineering a Pandemic Response <span style="float: right;">6.MS-LS1-1 </span>	<i>Engineering Everywhere</i> ® Put a Lid on It: Engineering Safety Helmets <span style="float: right;">6.MS-LS1-3 </span>	<i>Engineering Everywhere</i> ® It's About Time: Engineering Timers <span style="float: right;">6.MS-ETS1-1 </span>
	<i>Engineering Everywhere</i> ® Go Fish: Engineering Prosthetic Tails <span style="float: right;">6.MS-ETS2-1 </span>		
7 <sup>th</sup> Grade	<i>Engineering Everywhere</i> ® Testing the Waters: Engineering a Water Reuse Process <span style="float: right;">7.MS-ESS3-4 </span>	<i>Engineering Everywhere</i> ® Don't Runoff: Engineering an Urban Landscape <span style="float: right;">7. MS-LS2-5 </span>	<i>Engineering Everywhere</i> ® Here Comes the Sun: Engineering Insulated Homes <span style="float: right;">7.MS-PS3-3 </span>
	<i>Engineering Everywhere</i> ® Worlds Apart: Engineering Remote Sensing Devices <span style="float: right;">7.MS-ETS3-4 </span>		
8 <sup>th</sup> Grade	<i>Engineering Everywhere</i> ® Growing Up: Engineering Vertical Farms <span style="float: right;">8.MS-LS1-5 </span>	<i>Engineering Everywhere</i> ® It's in the Bag: Engineering Bioinspired Gear <span style="float: right;">8.MS-LS1-5 </span>	<i>Engineering Everywhere</i> ® Plants to Plastics: Engineering Bioplastics <span style="float: right;">8.MS-PS1-1 </span>
	<i>Engineering Everywhere</i> ® Food for Thought: Engineering Ice Cream <span style="float: right;">8.MS-ETS2-4(MA) </span>		