


















































Suggested Units by Grade for Mississippi MCCRS Science and Computer Science Standards

Grade Level	Curriculum Product Suggested Units		
Pre K	<i>Wee Engineer</i> ® Designing Fans, Designing Wrecking Balls, Designing Rafts, Designing Noisemakers P.K.5A.2 		
Kindergarten	<i>Engineering is Elementary</i> ® Just Passing Through: Designing Model Membranes L.K.1B.1  L.K.3A L.K.3B	<i>EiE</i> ® for Kindergarten Raise the Roof: Designing Shelters .K.8B.2  E.K.8B.3	<i>EiE</i> ® for Kindergarten Here's the Scoop: Designing Trash Collectors L.K.3B.2  E.K.10.1 E.K.10.3
	<i>Engineering is Elementary</i> ® Thinking Inside the Box: Designing Plant Packages L.1.1.1  L.1.1.2 L.1.3A.1	<i>Engineering Essentials</i> ® Designing Hand Pollinators L.1.1.1  L.1.3B.1 L.1.4.3	<i>Computer Science Essentials</i> ® Creating Animations AP.1A.1a  AP.1A.2a AP.1A.5a
1 st Grade	<i>Engineering Essentials</i> ® Designing Lighting Systems P.1.6A.1  P.1.6A.2	<i>Computer Science Essentials</i> ® Programming Robots AP.1A.1a  AP.1A.2a AP.1A.5a	<i>Engineering is Elementary</i> ® Water, Water Everywhere: Designing Water Filters E.1.9B  E.1.10
	<i>Engineering is Elementary</i> ® A Work in Process: Improving a Play Dough Process P.2.5 	<i>Engineering is Elementary</i> ® To Get to the Other Side: Designing Bridges P.2.6.1 	<i>Engineering is Elementary</i> ® Catching the Wind: Designing Windmills P.2.6.1 
2 nd Grade	<i>Engineering is Elementary</i> ® A Stick in the Mud: Evaluating a Landscape E.2.10 	<i>Engineering is Elementary</i> ® A Sticky Situation: Designing Walls E.2.10 	
	<i>Engineering Adventures</i> ® Hop to It: Removal of Invasive Species L.3.1  L.3.4	<i>Engineering Essentials</i> ® Designing Maglev Systems P.3.6.1  P.3.6.3 P.3.6.4	<i>Computer Science Essentials</i> ® Building Automated Systems CS.1B.1a  AP.1B.1a AP.1B.3a
3 rd Grade	<i>Engineering Adventures</i> ® Go Green: Engineering Recycled Racers P.3.6 	<i>Engineering Adventures</i> ® Shake Things Up: Engineering Earthquake-Resistant Buildings P.3.6  E.3.7B	<i>Engineering is Elementary</i> ® Solid as a Rock: Replicating an Artifact E.3.7A 
	<i>Engineering is Elementary</i> ® No Bones About it: Designing Knee Braces L.4.1.2 	<i>Engineering Essentials</i> ® Designing Solar Ovens P.4.6A  P.4.6B E.4.10.1	<i>Computer Science Essentials</i> ® Designing Computer Games AP.1B.1a  AP.1B.2a AP.1B.3a
4 th Grade	<i>Engineering is Elementary</i> ® An Alarming Idea: Designing Alarm Circuits P.4.6A 	<i>Engineering Adventures</i> ® Light Up the Night: An Electrical Engineering Challenge P.4.6A  P.4.6B	<i>Engineering Adventures</i> ® In Good Hands: Designing Space Gloves P.4.6A 
	<i>Engineering is Elementary</i> ® Sounds Like Fun: Seeing Animal Sounds P.4.6C 	<i>Engineering Adventures</i> ® Music to My Ears: An Acoustical Engineering Challenge P.4.6C 	<i>Engineering Adventures</i> ® A Slippery Slope: Engineering an Avalanche Protection System E.4.9C 
	<i>Engineering is Elementary</i> ® Taking the Plunge: Designing Submersibles P.5.5A 	<i>Engineering Adventures</i> ® Bubble Bonanza: Engineering Bubble Wands P.5.5A.2  P.5.5C.2	<i>Engineering is Elementary</i> ® Marvelous Machines: Making Work Easier P.5.6 
5 th Grade	<i>Engineering is Elementary</i> ® A Long Way Down: Designing Parachutes P.5.6 	<i>Engineering Adventures</i> ® The Sky's the Limit: Engineering Flying Technologies P.5.6 	<i>Engineering Adventures</i> ® Liftoff: Engineering Rockets and Rovers P.5.6 
	<i>Engineering Adventures</i> ® To the Rescue: Engineering Aid Drop Packages P.5.6 	<i>Engineering Essentials</i> ® Cleaning an Oil Spill L.5.3B  P.5.5B E.5.10.2	<i>Computer Science Essentials</i> ® Analyzing Digital Images DA.1B.1a  AP.1B.1a AP.1B.3a
	<i>Engineering Everywhere</i> ® Outbreak Alert: Engineering a Pandemic Response L.6.1.1  L.6.1.3 L.6.4.5	<i>Engineering Everywhere</i> ® It's in the Bag: Engineering Bioinspired Gear P.6.6.1  P.6.6.6	<i>Engineering Everywhere</i> ® Put a Lid on It: Engineering Safety Helmets P.6.6 
6 th Grade	<i>Engineering Everywhere</i> ® Testing the Waters: Engineering a Water Reuse Process L.7.3  L.7.5D.3	<i>Engineering Everywhere</i> ® Growing Up: Engineering Vertical Farms L.7.3.2  L.7.3.5	<i>Engineering Everywhere</i> ® Food for Thought: Engineering Ice Cream P.7.5A  P.7.5D
	<i>Engineering Everywhere</i> ® Plants to Plastics: Engineering Bioplastics P.7.5A  P.7.5B P.7.5D	<i>Engineering Everywhere</i> ® Here Comes the Sun: Engineering Insulated Homes E.7.9A.5 	
7 th Grade	<i>Engineering Everywhere</i> ® Go Fish: Engineering Prosthetic Tails L.8.2B  L.8.4A.2	<i>Engineering Everywhere</i> ® Worlds Apart: Remote Sensing Devices P.8.6 	<i>Engineering Everywhere</i> ® Don't Runoff: Engineering an Urban Landscape E.8.10.2 