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Grade Level	Curriculum Product Suggested Units				
Kindergarten	<i>EiE® for Kindergarten</i> Raise the Roof: Designing Shelters	K.E.1		<i>EiE® for Kindergarten</i> Here's the Scoop: Designing Trash Collectors	K.P.2 
1 st Grade	<i>Engineering is Elementary®</i> To Get to the Other Side: Designing Bridges	1.P.1		<i>Engineering is Elementary®</i> A Sticky Situation: Designing Walls	1.E.2 
	<i>Engineering is Elementary®</i> Just Passing Through: Designing Model Membranes	1.L.2			<i>Engineering is Elementary®</i> Thinking Inside the Box: Designing Plant Packages
2 nd Grade	<i>Engineering is Elementary®</i> Sounds Like Fun: Seeing Animal Sounds	2.P.1		<i>Engineering is Elementary®</i> Catching the Wind: Designing Windmills	2.E.1 
	<i>Engineering Essentials™</i> Designing Hand Pollinators	2.L.1		<i>Computer Science Essentials™</i> Creating Animations	K2-CS-02 K2-CS-03 K2-CS-04 
3 rd Grade	<i>Engineering is Elementary®</i> A Work in Process: Improving a Play Dough Process	3.P.2		<i>Engineering is Elementary®</i> Taking the Plunge: Designing Submersibles	3.P.2 
	<i>Engineering is Elementary®</i> A Stick in the Mud: Evaluating a Landscape	3.E.2		<i>Engineering is Elementary®</i> No Bones About it: Designing Knee Braces	3.L.1 
	<i>Engineering Adventures®</i> Light Up the Night: An Electrical Engineering Challenge	3.P.3		<i>Engineering Adventures®</i> To the Rescue: Engineering Aid Drop Packages	3.P.1 
4 th Grade	<i>Engineering Essentials™</i> Designing a Maglev System	4.P.1		<i>Computer Science Essentials™</i> Designing Computer Games	35-CS-03 
	<i>Engineering is Elementary®</i> Solid as a Rock: Replicating an Artifact	4.E.2		<i>Engineering is Elementary®</i> An Alarming Idea: Designing Alarm Circuits	4.P.2  4.P.3
	<i>Engineering Adventures®</i> Hop to It: Removal of Invasive Species	4.L.1			<i>Engineering is Elementary®</i> Lighten Up: Designing Lighting Systems
5 th Grade	<i>Engineering is Elementary®</i> Marvelous Machines: Making Work Easier	5.P.1		<i>Engineering is Elementary®</i> Water, Water Everywhere: Designing Water Filters	5.P.2 
	<i>Engineering is Elementary®</i> A Slick Solution: Cleaning an Oil Spill	5.L.2		<i>Engineering Adventures®</i> Liftoff: Engineering Rockets and Rovers	5.P.1 
	<i>Engineering Adventures®</i> Go Green: Engineering Recycled Racers	5.P.1		<i>Engineering Adventures®</i> In Good Hands: Designing Space Gloves	5.P.3 
	<i>Computer Science Essentials™</i> Analyzing Digital Images	35-NI-01			<i>Engineering is Elementary®</i> Now You're Cooking: Designing Solar Ovens
6 th Grade	<i>Engineering Adventures®</i>	6.P.1		<i>Engineering Everywhere®</i>	6.L.2 
				<i>Engineering Everywhere®</i>	6.E.1 

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

Contact sales@mos.org or visit eie.org for more information.

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Grade Level	Curriculum Product Suggested Units		
	Shake Things Up: Engineering Earthquake-Resistant Buildings	Growing Up: Engineering Vertical Farms	Worlds Apart: Remote Sensing Devices
	<i>Engineering Everywhere®</i> 6.P.2  Food for Thought: Engineering Ice Cream		
7 th Grade	<i>Engineering Everywhere®</i> 7.L.1  Go Fish: Engineering Prosthetic Tails	<i>Engineering Everywhere®</i> 7.L.1  It's in the Bag: Engineering Bioinspired Gear	<i>Engineering Everywhere®</i> 7.P.1  It's About Time: Engineering Timers
	<i>Engineering Everywhere®</i> 7.P.1  Put a Lid on It: Engineering Safety Helmets		
8 th Grade	<i>Engineering Everywhere®</i> 8.P.1  Plants to Plastics: Engineering Bioplastics	<i>Engineering Everywhere®</i> 8.P.2  Here Comes the Sun: Engineering Insulated Homes	<i>Engineering Everywhere®</i> 8.E.1  Testing the Waters: Engineering a Water Reuse Process
	<i>Engineering Everywhere®</i> 8.E.1  Don't Runoff: Engineering an Urban Landscape	<i>Engineering Everywhere®</i> 8.L.1  Outbreak Alert: Engineering a Pandemic Response	