



EiE Unit Overviews

Unit Title	Science Topic	Engineering Field	Storybook/Setting	Grade Level A=Advanced Grades 3-5 B=Basic Grades 1-2
Catching the Wind: Designing Windmills	Wind & Weather	Mechanical	<u>Leif Catches the Wind</u> (Denmark)	B
Water, Water Everywhere: Designing Water Filters	Water	Environmental	<u>Saving Salila's Turtle</u> (India)	A
A Sticky Situation: Designing Walls	Earth Materials	Materials	<u>Yi Min's Great Wall</u> (China)	B
To Get to the Other Side: Designing Bridges	Balances and Forces	Civil	<u>Javier Builds a Bridge</u> (USA - Latino)	B
Marvelous Machines: Making Work Easier	Simple Machines	Industrial	<u>Aisha Makes Work Easier</u> (USA - African American)	A
Sounds Like Fun: Seeing Animal Sounds	Sound	Acoustical/ Communication	<u>Kwame's Sound</u> (Ghana)	A
The Best of Bugs: Designing Hand Pollinators	Insects & Plants	Agricultural	<u>Mariana Becomes a Butterfly</u> (Dominican Republic)	B
Just Passing Through: Designing Model Membranes	Organisms	Bioengineering	<u>Juan Daniel's Fútbol Frog</u> (El Salvador)	A
An Alarming Idea: Designing Alarm Circuits	Electricity	Electrical	<u>A Reminder for Emily</u> (Australia)	A
A Work in Process: Improving a Play Dough Process	Solids & Liquids	Chemical	<u>Michelle's MVP Award</u> (Canada)	B
A Stick in the Mud: Evaluating a Landscape	Landforms	Geotechnical	<u>Suman Crosses the Karnali River</u> (Nepal)	A
Thinking Inside the Box: Designing Plant Packages	Plants	Package	<u>A Gift From Fadil</u> (Jordan)	A
The Attraction is Obvious: Designing Maglev Systems	Magnetism	Transportation	<u>Hikaru's Toy Troubles</u> (Japan)	A
Now You're Cooking: Designing Solar Ovens	Energy	Green	<u>Lerato Cooks Up a Plan</u> (Botswana)	A
It's a Long Way Down: Designing Parachutes	Astronomy	Aerospace	<u>Paulo's Parachute Mission</u> (Brazil)	A
Solid as a Rock: Replicating an Artifact	Rocks & Minerals	Materials	<u>Galya and Natasha's Rocky Adventure</u> (Russia)	A
A Slick Solution: Cleaning an Oil Spill	Ecosystems	Environmental	<u>Tehya's Pollution Solution</u> (USA - Native American)	A
Taking the Plunge: Designing Submersibles	Sinking & Floating	Ocean	<u>Despina Makes a Splash</u> (Greece)	A
Lighten Up: Designing Lighting Systems	Light	Optical	<u>Omar's Time to Shine</u> (Egypt)	A
No Bones About it: Designing Knee Braces	Human Body	Biomedical	<u>Erik's Unexpected Twist</u> (Germany)	A

