

YES units integrate with science ideas and standards. We carefully design engineering challenges so students develop and use science knowledge as they generate solutions.

By using scientific disciplinary ideas and crosscutting concepts as they engage in engineering and science practices students strengthen their understanding of and facility with **both** science and engineering.

We recommend that teachers choose units that connect with performance expectations that they address. YES units are designed to be implemented with science units focused on these topics.

| Grade          | Unit                                 | Science Topic(s)                                     | NGSS<br>Performance<br>Expectations                                     | NGSS<br>Crosscutting<br>Concept(s)               |  |
|----------------|--------------------------------------|--|---|--|--|
| YES Elementary |                                      |  |   |  |  |
| K              | Engineering Sun<br>Hats              | Sunlight and Shade                                   | K-PS3-1<br>K-PS3-2<br>K-2-ETS1-1<br>K-2-ETS1-2<br>K-2-ETS1-3            | Structure and<br>Function                        |  |
| 1-2            | Engineering<br>Nightlights           | Light  | 1-PS4-2<br>1-PS4-3<br>1-PS4-4<br>K-2-ETS1-1<br>K-2-ETS1-2<br>K-2-ETS1-3 | Cause and<br>Effect                              |  |
| 1-2            | Engineering<br>Pumpkin Pollinators   | Pollination<br>Life Cycles of Plants                 | 2-PS1-2<br>2-LS2-2<br>K-2-ETS1-1<br>K-2-ETS1-2<br>K-2-ETS1-3            | Structure and<br>Function<br>Cause and<br>Effect |  |
| 3-5            | Engineering<br>Magnetic Dog<br>Doors | Magnetic Forces<br>Balanced and<br>Unbalanced Forces | 3-PS2-1<br>3-PS2-3<br>3-PS2-4<br>3-5-ETS1-2                             | Systems<br>and System<br>Models                  |  |

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| Grade | Unit                                  | Science Topic(s)                 | NGSS<br>Performance<br>Expectations                                       | NGSS<br>Crosscutting<br>Concept(s) |  |
|-------|---------------------------------------|----------------------------------|---|------------------------------------|--|
| 3-5   | Engineering Safety<br>Vests           | Circuits<br>Information Transfer | 4-PS3-4<br>4-PS4-3<br>3-5-ETS1-1<br>3-5-ETS1-2                            | Patterns<br>Energy and<br>Matter   |  |
| 3-5   | Engineering Plastic<br>Filters        | Ecosystems<br>Pollution          | 5-LS2-1<br>5-ESS1-1<br>5-ESS3-1<br>3-5-ETS1-1<br>3-5-ETS1-2<br>3-5-ETS1-3 | Stability and<br>Change            |  |
|       | YES Enrichment                        |                                  |   |                                    |  |
| K-2   | Engineering<br>Bandages               | Materials Properties             | 2-PS1-2<br>K-2-ETS1-1<br>K-2-ETS1-2<br>K-2-ETS1-3                         | Structure and<br>Function          |  |
| K-2   | Engineering Sails                     | Wind Energy                      | K-PS2-2<br>2-PS1-2<br>K-2-ETS1-1<br>K-2-ETS1-2<br>K-2-ETS1-3              | Cause and<br>Effect                |  |
| K-2   | Engineering Bubble<br>Wands           | Materials Properties             | 2-PS1-2<br>K-2-ETS1-1<br>K-2-ETS1-2<br>K-2-ETS1-3                         | Structure and<br>Function          |  |
| 3-5   | Engineering Rescue<br>Shuttles        | Extreme Weather                  | 3-PS2-2<br>3-5-ETS1-1<br>3-5-ETS1-2<br>3-5-ETS1-3                         | Cause and<br>Effect                |  |
| 3-5   | Engineering Sock<br>Assistive Devices | Human Body                       | 3-5-ETS1-1<br>3-5-ETS1-2<br>3-5-ETS1-3                                    | Systems<br>and System<br>Models    |  |

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|-------|---|---|--|---|
| 3-5   | Engineering<br>Upcycled Toy<br>Vehicles | Wheels and Axles  | 3-PS2-2<br>5-ESS3-1<br>3-5-ETS1-1<br>3-5-ETS1-2<br>3-5-ETS1-3                        | Systems<br>and System<br>Models                   |
|       |   | YES Middle Schoo  | l  |   |
| 6-8   | Engineering<br>Medicine Coolers         | Thermal Energy<br>Transfer  | MS-PS1-6<br>MS-PS3-3<br>MS-ETS1-1<br>MS-ETS1-2                                       | Energy and<br>Matter                              |
| 6-8   | Engineering Eco-<br>friendly Slippers   | Force and Motion<br>Friction<br>Balanced and<br>Unbalanced Forces | MS-PS3-1<br>MS-PS2-2<br>MS-ETS1-1<br>MS-ETS1-2                                       | Stability and<br>Change                           |
| 6-8   | Engineering Landing<br>Pads             | Kinetic Energy<br>Transfer<br>Collisions                          | MS-PS2-1<br>MS-PS3-2<br>MS-PS3-5<br>MS-ETS1-1<br>MS-ETS1-2<br>MS-ETS1-3<br>MS-ETS1-4 | Energy and<br>Matter<br>Structure and<br>Function |
| 6-8   | Engineering Vision<br>Extenders         | Reflection of Light   | MS-PS4-2<br>MS-ETS1-1<br>MS-ETS1-2<br>MS-ETS1-3<br>MS-ETS1-4                         | Structure and<br>Function                         |

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|-------|---|--------------------------------------|---|------------------------------------|
| 6-8   | Engineering<br>Wearable Alert<br>Systems          | Electrical and<br>Mechanical Systems | MS-ETS1-1<br>MS-ETS1-2<br>MS-ETS1-3<br>MS-ETS1-4              | Systems<br>and System<br>Models    |
| 6-8   | Engineering<br>Earthquake-<br>Resistant Buildings | Natural Hazards                      | MS-ESS3-2<br>MS-ETS1-1<br>MS-ETS1-2<br>MS-ETS1-3<br>MS-ETS1-4 | Stability and<br>Change            |