# Unit 2: Early Engineers (Stem)

Content Area: **Enrichment**
Course(s): **Enrichment 3**
Time Period: **Marking Period 2**
Length: **MP2**
Status: **Published**

## Essential Questions

- How does early engineering change lives?

## Big Ideas

- Understanding the cause/effect relationship of early engineers inventions.

1. The Wright Brothers
2. Alexander Graham Bell
3. Telephones from the Past
4. The Clean Water Book
5. Amazing Robots

## Enduring Understandings

RI.3.1 Ask and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers.

RI.3.2 Determine the main idea of a text; recount the key details and explain how they support the main idea.

RI.3.3 Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect.

## Resources

- *Project-Based Activities for STEM*
- *Primary Education Thinking Skills 3* by, Jody Nichols, Sally Thomson, Margaret Wolfe, Dodie Merritt