

Make a Rube Goldberg Machine



RUBE GOLDBERG (1883-1970) was a cartoonist, an inventor, and the only person ever to be listed in Merriam-Webster's Dictionary as an adjective. Of the nearly 50,000 cartoons he drew in his lifetime, Rube is best known for the zany contraptions of Professor Butts. These inventions, also known as Rube Goldberg Machines, solved a simple task in the most overcomplicated, inefficient, and hilarious way possible.

There is your task - invent a Rube Goldberg Machine, a machine which solves a task in an over complicated, inefficient and hilarious way.

Follow the following steps on your way to achievement.....

1. Identify Your Task - here are some ideas

- A. Fill a glass or cup
- B. Turn a light switch off
- C. Crush a beverage can
- D. Water a plant
- E. Plant seeds in a pot of soil
- F. Open a door.
- G. Pop a balloon
- H. Fill a glass with water
- I. Shut a door
- J. Squeeze toothpaste onto a toothbrush
- K. Turn off an alarm clock
- L. Even better make up your own task.

Choose Your Supplies - here are some ideas.

- Aluminum foil
- Plastic containers
- Cardboard
- Water bottles
- Toilet paper or paper towel tubes for chutes
- Cereal or cake mix boxes to use like dominoes
- Beverage cans, soup cans, or batteries to roll
- Dominoes
- Funnels
- Marbles
- Golf balls

- Toy cars
- String
- Buckets
- Legos
- Cups or bowls
- Batteries
- Magnets
- Books

How to start setting up your Machine -

1. Choose the simple task for your machine to achieve.
2. Sketch your machine before building it.
3. Make a list of supplies.
4. Gather the supplies.
5. Assemble the different parts of your machine.
6. Make sure to test each part before moving on.
7. Expect to fail a few times (maybe many times- before you get a result.
Remember - failing is just another word for growing :). Your design will be better for it.
8. Reimagine your machine if it is not working.
9. Challenge yourself to come up with solutions.
10. Laugh a lot.

After review

1. Did it work ? More than once ?
2. Estimate how many attempts it took to get it right ?
3. Was it harder than you thought ?
4. Which part was hardest ?
5. What problems did you have to overcome?
6. Are there any tweeks you would do next time ?