

DIRECTIONS

1. Decide on the task your Rube Goldberg machine will complete. This will become your title.
2. Sketch a prototype, using a horizon line for perspective, so you can place all devices in their appropriate places to ensure the machine will function. Nothing can float in mid-air.
3. In your machine, include at least one of each of the six simple machines discussed in class. Label all six machines on your sketch by name so they are easily identifiable.
4. We are not all artists. We all can use a ruler for straight lines. We all can use color to enhance the appeal of a final product. Use a ruler. Use color.
5. Your final product should look similar to the included examples. You will need to include the following:
 - A clear, understandable title, centered at the top of the paper **(2 POINTS)**
 - A neatly drawn machine, using a ruler, color, and horizon line. I suggest sketching your idea/prototype on separate paper first. **(4 POINTS)**
 - Each of the six simple machines should be labeled by name and number on the machine. (For example next to a wedge - #1 Wedge, #2 Lever, and so.) You only need to label each type of machine one time. All 6 simple machines need to be included. **(6 POINTS)**
 - A short description of how your machine works (just like the example, use letters to identify where/what you are describing). You may type this out and attach it neatly to the drawing or neatly hand write the description. Do not write it on the back. View the ***RG Machine Examples*** document for help. **(4 POINTS)**
 - Amaze me with your imagination, creativity, and neatness. **(2 POINTS)**

A clear, understandable title, centered at the top of the paper	2	
A neatly drawn machine - using a ruler, color and horizon line.	4	
Each of the six simple machines should be labeled by name and number on the machine.	6	
A short description of how your machine works	4	
Amaze me with your imagination, creativity, and neatness	2	