



Project Title: Rube Goldberg

Grade: 3

Project Idea: Rube Goldberg was a cartoonist famous for creating diagrams that showed an extremely complicated, complex way to accomplish simple, ordinary tasks. You, too, will follow in the creative footsteps of Mr. Goldberg on the path to simple machine invention.

DQ: How can I use my knowledge of force, motion, gravity, magnetism and friction to design a Rube Goldberg machine?

Content:

3-PS2-1. Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object.

3-PS2-2. Make observations and/or measurements of an object's motion to provide evidence that a pattern can be used to predict future motion.

3-PS2-4. Define a simple design problem that can be solved by applying scientific ideas about magnets

3-5-ETS1. Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.

Major Products: Students will complete a labeled design plan, a flow map showing the sequencing of events, and a written explanation of their machine.

Making it Public: Groups will complete a poster board size visual presentation of design. They will give an oral presentation to "prospective clients" with the hopes of having their design selected.