

Rube Goldberg Device

Summary

Students will design a complex machine to do a simple job. The activity can be done at home or in the classroom.

Time Frame

3 class periods of 60 minutes each

Group Size

Small Groups

Materials

Entirely up the student.

- [student project sheet](#)
(attached)

Instructional Procedures

Read the introductory page with students.

Go over the directions and requirements for the project.

If you access to a model to demonstrate, show students what it should look like. (The Mouse Trap Game is a pre-made Rube Goldberg device.)

Have students demonstrate their devices or show their videos to complete the projects.

Assessment Plan

Scoring Rubric

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Bibliography

Lesson Design by Jordan School District Teachers and Staff.

Authors

[Utah LessonPlans](#)