

# STEAM League Challenge

## K- 5 : THE CHALLENGE

Create a Rube Goldberg machine to complete a simple task in the most elaborate way.

Identify your tasks. Some examples are: turn a light off, Crush a can, Drop a bottle in a recycling bin , water a plant, shut a door, pop a balloon, etc.

Materials: Everyday objects found at home or school.  
 Repurpose them for your machine.



## SCOREBOARD

School	Team	Points
King Street	5W-FIST	12
Blackville Elementary	Gr.2 Little Pumpkins	11
Gretna Green	Gr. 4 FI Gators	11
Tabusintac	Legendary Creative Tornados	11
LBS	Mrs. Donna's Gr. 3	11

## Possible K-5 Curriculum Outcomes

**Literacy:** Researching, Procedural Writing, Comic Strip

**Numeracy:** Representing Numbers (Tallies), Measurement of length, weight or time.

**Science:** Identify a problem, Plan, Design, Test, Redesign, Simply Machines

**Art:** Kinetic Art

### Point System:

- ♦ Creating a successful Rube Goldberg Machine.  
1 point
- ♦ Showing evidence of successful and unsuccessful trials  
1 point for tally marks  
1 point for bar graph
- ♦ Full Video (unedited) of chain reactions: Ramp, Pulley, Tunnels, Tubes, Release, Domino Effect, Lever, etc  
1-10 points
- ♦ Social Media  
1-3 points (1 point for each different platform)
- ♦ Curriculum Outcomes  
1-3 points for each specific outcome

**Due: November 27th 2019**