

# STEAM League Challenge

## 6-12 : THE CHALLENGE

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

Identify your task to complete. 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
Blackville	Middle School Maker	13
Blackville High	BHS Ice Maker	12
Max Aiken Academy	Supreme Dream Team	11
Nelson	Middle School Raidors	10
CMS	CMS Dream Team	9

### Possible 6-12 Curriculum Outcomes

**Literacy:** Researching, Procedural Writing,...

**Numeracy:** Measurement and calculation of length, weight, speed or time, data collection,...

**Science:** Engineering Design Process, Force and Motion, Science Skills, Scientific Literacy (Scientific Inquiry, Problem Solving, Decision Making),...

**Art:** Kinetic Art,...

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### Point System:

- ♦ Creation of a successful Rube Goldberg Machine.  
1 point
- ♦ Evidence of Engineering Design Process (recorded in format of your choice)  
1-5 points
- ♦ Full Video (unedited) of chain reactions: Ramp, Pulley, Tunnels, Tubes, Release, Domino Effect, Lever, etc  
1-10 points
- ♦ Social Media  
1-3 points (see STEAM League form)
- ♦ Curriculum Outcomes  
1-3 points for identifying specific outcomes

# Due: November 27th