

Rube Goldberg Digital Project

Due Date _____

Name _____ pd _____

Your project this six weeks is to create a Rube Goldberg machine at home, videotape it, and submit it to your teacher via the google drive or flash drive.

Requirements	Description	Points
Time Limit	2 minutes	5
Captures the Mouse	Get a mouse in a trap (ex. Net, bowl, box, etc) at the end.	15
Correct Number of Steps	Minimum of 7 steps (A step occurs when one object touches another object and causes it to move). These steps can include liquid, sand, music, vibrations, magnets, dominoes, toys, parts of existing games, lights, etc.	20
Creativity/Theme	Unique use of objects (ex. Funnel sand into a cup to make it drop onto another object, using a wind-up toy to start your transfer of energy) and an interesting theme (ex. Space theme, Pirate theme, Candy theme)	20
Drama	Make us wait... the machine should work slow and steady. We should be able to follow the transfer of energy easily.	20
The transfer of energy	The energy is uninterrupted and it flows all the way to the end of the machine without needing assistance	20
Total	Wonderful job!!!	

Safety: No fire, blades, or live animals. No batteries larger than size "D". No dangerous parts.

Bonus: None given unless it goes above and beyond all expectations ☺

Video: It must be videotaped and submitted prior to the due date so I can make sure it works on our smartboard. You can turn it in via flash drive or google drive.