RUBE YOUR ROOM

Have you ever played that zany game called Mouse Trap? That series of events produced by a bunch of simple machines brought together to achieve one task, is called a Rube Goldberg Machine. Rube Goldberg lived from 1883 to 1970 and won a Pulitzer Prize for his wild invention cartoons. The Dictionary defines a Rube Goldberg Machine as a “comically involved, complicated invention, laboriously contrived to perform a simple operation”. These machines were always designed to make people laugh. Check out this outrageous example for some ideas!

BEFORE YOU GET STARTED

Recommended Ages: Grades 3-6

Estimated Time: 45 minutes - 1 hour+

Stuff you’ll need: Paper, pencil, markers, scissors, string, and anything else your parents approve of to make your machine.

Caregivers should consider: Where is the best place in the house for your girl to create her Rube Goldberg Machine? What supplies are you okay with her using?

THE FUN PART

1. Do a tiny bit of research to learn more about the following topics:
   - What is work?
   - What are the six simple machines?
   - How do machines multiply force without multiplying work?
   - Who was Rube Goldberg and what made his cartoons so great?

2. Identify a simple task or chore that you wish to accomplish with your machine.

3. Select at least five simple machines that cause a chain reaction to achieve your simple chore. Test out the machines to see how they work.

4. Consider your space. Sketch your five simple machines that connect in such a way as to complete your chore. Don’t forget to include an element of humor!

5. Test out your sketch and adjust where necessary until your chore is complete.

6. Way to go! You did it! Share a picture of your Rube Goldberg Machine on social media, with your parents’ permission. Use the hashtag #GSGIDIVY

BADGE OR JOURNEY STEPS COMPLETED

Brownie Inventor Badge – All Steps
Brownie Journey: Think Like an Engineer – Step 1
Junior Drawing Badge – Steps 2 & 3
Junior Mechanical Engineering: Balloon Car – Step 1
Junior Mechanical Engineering: Crane – Step 1
Junior Journey: Think Like an Engineer – Step 1

Girl Scouts at Home

Girl Scouts of Greater Iowa