

Rube Goldberg Project (70 points)

Presentations: Tuesday, October 20th

Rube Goldberg's creations included crazy machines that were designed to show a complicated way to perform a simple task.

Your task is to construct a Rube Goldberg type machine with the end task of depositing a coin (Quarter) in a "piggy bank."

This will be an OUT OF CLASS project. You will not be using Legos for this project.

Before the Event

- There must be a minimum of fifteen steps. You may do as many as 20 steps. The last five steps will be for extra credit (one point per step for a maximum of 5 extra credit points)
- Once the machine is in motion, NO human intervention is allowed
- The machine should have at least fifteen CLEARLY VISIBLE steps
- Must have a theme AND a name for your machine
- No combustibles, flammables, fire or hazardous materials may be used
- Use of electricity is NOT permitted, in the spirit of true Rube Goldberg machines, however, battery power is allowed
- A detailed numbered list of steps (must explain each step in detail and what it does and how it interacts with the next step) MUST be turned in on **Tuesday, October 20th**.

During the Event

- Each group will be assigned a 10-15 minute period to demonstrate their machine (On October 20th)
- Be prepared to answer questions from class members and/or instructors

Point Break-Down

Draft sketch and brief description (general idea of each step) **DUE: October 6th (5 Points)**

- List of EVERY step and brief description of how they interact or react with steps before and after

Construction of machine (**30 Points total**- 2 points per step) (5 extra credit possible)

Presentation (20 Points total)

- **5 points for creativity**
- **5 verbal description**
- **10 for machine reliability:**
 - If Machine works first time = **10 points**
 - If Machine works on second try = **7 points**
 - If Machine works on third try = **5 points**

FINAL DETAILED Sketch and DETAILED numbered list of steps (**15 Points**)