

Rube Goldberg Competition	
Objectives	Students from two different classes will work together to construct a machine that will build a hamburger with at least 3 toppings in as many steps as possible. They will work on Live Documents to write their ideas about the project to the other class.
Learning Environment	The learning environment is a lab, consisting of at least one computer and internet access.
Types of Students	Students are in college ranging from freshman to seniors.
Standards	N/A
Materials	<ul style="list-style-type: none"> • Computer • Internet Access • Live Documents account • Hamburger patty • Hamburger bun • Any materials already supplied in the lab, as well as any materials brought in. <p>*No electronics or computers may be a part of the machine.</p>
Procedure	<ol style="list-style-type: none"> 1. Divide each class (out of two classes) into two groups. One group from one class will work with one group from the other class. 2. The groups may not meet in person, but rather post their ideas and thoughts about the machine and project on Live Documents. This will simulate an international connection in the real world. 3. Groups will begin making their

	<p>machine in lab and document the changes and any new ideas on Live Documents for the other half of the group to see and continue adding onto the project.</p>
<p>Application</p>	<p>Students will have to use trial and error for many of the steps of the machine, to learn how different materials can work best.</p>
<p>Evaluation</p>	<p>After at least 2 weeks of brainstorming and building, the two classes will meet for the judging. The machines must meet these requirements:</p> <ol style="list-style-type: none"> 1. The machine properly works, and builds a hamburger with at least 3 toppings. 2. The machine does not contain any electronic technology. <p>If both machines meet these requirements, the machine with the most number of steps wins the competition.</p>