



YIP CHAIN REACTION MACHINE PACING GUIDE

LESSON	FOCUS/ACTIVITY
LESSON 1: Who Was Rube Goldberg? (30-50 minutes)	Introduction to Chain Reaction Machines, Rube Goldberg and his crazy cartoons; Mouse Trap Game (optional, allow for more time); Design a Lunch Tray Labrynth
LESSON 2: Problem Solving (Part 1) (90-120 minutes total, split into 2 sessions of 45-60 minutes each)	Overview of the six simple machines; Activity stations for 2-3 of the 6 simple machines
LESSON 2: Problem Solving (Part 2) (Continued from previous session, 45-60 minutes)	Simple Machines continued from previous lesson; Activity stations for remaining 3-4 of the 6 simple machines
LESSON 3: Designing a Chain Reaction Machine (45-60 minutes)	Investigation of combining simple machines to create a complex one; Brainstorming ideas; Developing a design plan for a chain reaction machine
LESSON 4: My Chain Reaction Machine (Part 1) (90-120 minutes total, split into 2 sessions of 45-60 minutes each)	Building the chain reaction machine; Testing and Receiving feedback to inform modifications to original design plan
LESSON 4: My Chain Reaction Machine (Part 2) (Continued from previous session, 45-60 minutes)	Building, testing and re-designing the Chain Reaction Machine continued from previous lesson. Use testing to inform re-designs and modify machine as needed; Complete at least two iterations of design to create a machine that successfully completes a simple task