YIP RUBE GOLDBERG MACHINE PACING GUIDE

Lesson	Focus / Activity
Lesson #1: Who Was Rube Goldberg? (40 - 50 minutes)	Introduction to Rube Goldberg Machines, Rube & his cartoons, RGM video examples. Design a Lunch Tray Labyrinth
Lesson #2.1: Simple Machines (Part 1) (90 - 120 minutes, split into 2 sessions)	Overview of the six simple machines. Activity stations for 3 of the 6 simple machines.
Lesson #2.2: Simple Machines (Part 2) (Continued from previous Lesson)	Simple machines continued from the previous lesson. Activity stations for remaining 3 of the 6 simple machines
Lesson #3: Designing a Rube Goldberg Machine (45 - 60 minutes)	Investigation of combining simple machines to create a complex one. Brainstorming ideas; developing a design plan
Lesson #4.1: My Rube Goldberg Machine (Part 1) (120+ minutes, split into 2 or more sessions)	Building the RGM. Testing and receiving feedback to inform modifications to the original design plan.
Lesson #4.2+: My Rube Goldberg Machine (Part 2, 3, etc.) (Continued from previous Lesson)	Building, testing, and re-designing the RGM (continued from previous lesson). Use testing to inform re-designs and modify machines as needed. Complete at least two iterations of design