

RUBE-GOLDBERG CONTRAPTION

An overly engineered and overly complicated machine made to perform a simple task in an overly complex way. These contraptions are made just for fun!

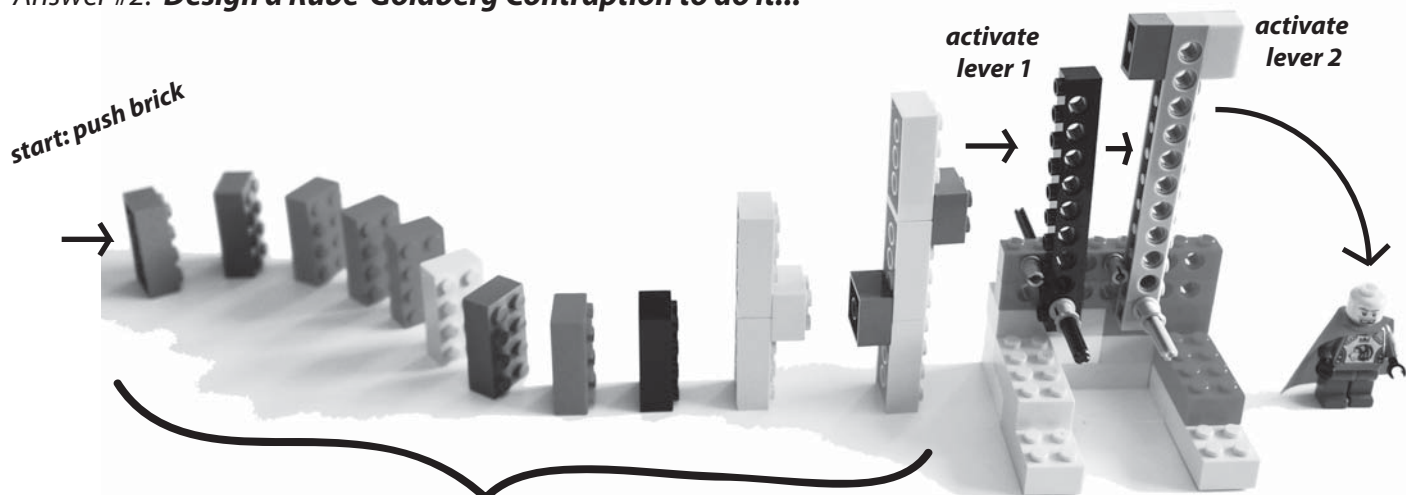
What does all this mean???

Example

Question: How can we knock over the LEGO® minifigure

Answer #1: Just hit it over with your hand, duh!

Answer #2: **Design a Rube-Goldberg Contraption to do it!!!**



"Domino zone" Each brick will fall and knock the next one over. Eventually activating lever 1.

The above contraption has two different systems that work together. The first system is the "domino zone" and the second system are the levers. Once you get more experience with building these contraptions, you can add more systems to your project! Creating a Rube-Goldberg Contraption takes good planning, time, patience, and a lot of testing! Your project will not always work the first time, but keep on trying and adjust your machine as you test.

Can you design a contraption that knocks over the minifigure?

Challenge 1: Create a Rube-Goldberg contraption that has just 1 system.

Challenge 2: Create a Rube-Goldberg contraption that has 2 systems.

Challenge 3: Create one with 3 or 4 systems.