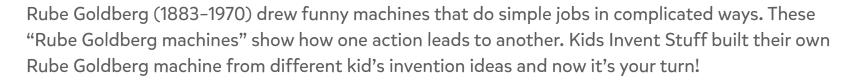
# Design Your Own Rube Goldberg Machine





### **STEP 1: PICK A SIMPLE TASK**

## **Examples:**

- Turn off a light
- Pop a balloon
- Ring a bell

## **STEP 2: PLAN YOUR STEPS**

Draw arrows to show what happens first, next, and last.

### Think about:

- Balls, ramps, or levers
- Falling dominoes
- Anything silly or creative!

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