

RUBE GOLDBERG HACK-A-THON CONTEST!



Event Information

The Heart of STEAM Learning
for Grades 5-8, with
Community Support



<https://www.rubegoldberg.org/>



<https://steamwseniors.org/special-events>

WHO

- Students in Grades 5-8

WHAT

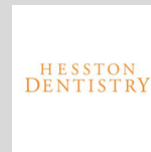
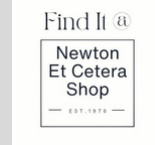
- Rube Goldberg Workshop Series
- Rube-A-Thon Contest
- Work with adult mentors

WHEN AND WHERE

Rube-A-Thon Contest

- **April 20, 2024:** Creatively engineer a machine to put toothpaste on a toothbrush.
- **8 am - 4:30 pm** (MS Age Division)
- Awards, Prizes, Fame, and More!

Location: Bethel College, Thresher Gym, N. Newton, KS.



Sponsors at the time of printing. Updates will be made to digital version.

REGISTRATION

Rube-A-Thon Registration

- The signup deadline is on or before March 29, 2024.
- Open to the first 10 teams, so register early to secure your spot!
- Team size is 4-6 students, the larger the size, the better the advantage!
- See the following teachers in Hesston and Newton to sign your team up.
 - Kiley Preheim - USD 373.
 - Robert Masem - USD 373
 - Nathaniel Schmucker - USD 460
- If from another nearby community, and you are interested in registering a team, contact us at:
 - steamwseniors@gmail.com



Questions:

Email steamwseniors@gmail.com

More Information:

<https://steamwseniors.org/special-events>

EXAMPLES TO WET YOUR APPETITE FOR ALL THINGS RUBE!

Who is Building Rube?

<https://www.rubegoldberg.org/experience-rube/>

Zach's Contraptions

(Zach is the key organizer of all Rube Goldberg events through the Rube Goldberg Institute. He has created our Rube-A-Thon Contest Program.

<https://www.youtube.com/ZachsContraptions>



<https://steamwseniors.org/support-us>

Intergeneration STEAM events support health and wellness, mutual understanding, and community building

A RUBE GOLBERG MACHINE

A Rube Goldberg Machine is like a wild and wacky adventure in engineering. Named after the cartoonist Rube Goldberg, these machines transform simple tasks into a thrilling, complex series of events. Imagine you want to turn off your alarm clock, but instead of just hitting the snooze button, you kick off an outrageous sequence: a ball rolls down a ramp, tipping a cup that spills water onto a sponge, which gets heavy and presses down on a lever, setting off a toy rocket, and so on, until finally, something taps the snooze button for you! It's a lot like creating a chain reaction, but way more inventive, involving all kinds of gadgets and everyday items. Rube Goldberg Machines are about unleashing your imagination to solve a straightforward problem in the most elaborate and entertaining way possible. They're not just about constructing something; they're about creating a story and sparking laughter, demonstrating how a collection of seemingly unrelated items can work together in harmony to achieve a simple goal.

CONNECTING RUBE GOLBERG MACHINES TO STEAM

Rube Goldberg Machines are an excellent embodiment of STEAM (Science, Technology, Engineering, Arts, and Mathematics) education. They bring science to life through the exploration of physics principles like force and motion. Technology is woven into the design process, while engineering is at the heart of each machine's design and construction, utilizing common day items found in your kitchen, room, garage, and more. The process requires critical mathematical thinking to ensure that each part of the machine interacts correctly with the others. Moreover, the artistic aspect is central to Rube Goldberg Machines; creativity and imagination are essential in conceptualizing and visualizing these quirky, elaborate contraptions. By integrating these disciplines, Rube Goldberg Machines offer a dynamic and engaging way to apply and understand STEAM concepts, making learning both fun and practical.