December 16, 2015 From: Mr. Bartlett and Ms. Coulsey

**Dear STEAM Student Parents/Guardians,**

In STEAM class we have learned about simple machines and now each student will be creating a Rube Goldberg Machine. A Rube Goldberg Machine (similar to the game Mousetrap) is a combination of many simple machines that trigger one another to perform a simple task. The task the students must do is to create a RubeGoldberg machine that performs a minimum of 6 steps using at least 4 of the 6 types of simple machines to move a pop can (full or empty) at least 18 inches. The machine will be due in class to practice on Tuesday, January 6th and present in class on Wednesday, January 9th. Students have already started the planning for this project. The project is assigned now and over Christmas Break they need to practice and set up their projects. Please do not let this project consume your holiday. If the student works on it a little each night, this project will be easy to complete. Thank you very much for your help and assistance, and feel free to call if you have any questions. If you would like to see an example project, go to [www.kahlotussd.org](http://www.kahlotussd.org) and click on “parents/students” then STEAM. Or, you may go to Youtube and check out some other basic Rube Goldberg machines from simple searches.

**Top Five things to remember with the Rube Goldberg Project**

1. It is the student’s project, **not** the parent’s project.

2. Please supervise the building of the project if it involves the use of power tools. If you

do not feel comfortable with allowing your child to use power tools, feel free to help cut

materials if necessary.

3. Please discuss with your student the problem solving skills it will take to create the

machine, and help brainstorm ideas to solve problems that occur. Also, be creative, you

can use materials from around the house to accomplish this task. DO NOT rush out and

purchase lots of materials.

4. Make sure your student stays on top of their journal entries and write about the problems that

arose and how they were able to solve each of them.

5. DO NOT PROCRASTINATE on this project! It will cause a lot of unnecessary stress

and tension. If you work a little bit each day, the project will get done to a high quality

Best of luck!!