Title	RUBE GOLDBERG COACH/ ADVISOR		
Purpose	To encourage youth to engage in critical thinking, creativity, problem solving in a non-traditional learning environment while having fun in the process. Guide youth in inventing a complex contraption to complete a simple task.		
Responsibilities	 Guide a team of 2-10 youth to help them create a complex contraption to complete a simple task, eg. water a plant. Make sure the team meets periodically to practice and build various designs and to keep a record of progress in their team journal. Review the rules for the competition and ensure they are followed. Make sure the team is registered for county and state events on time. Help youth problem solve, generate ideas, test and redesign as needed. Attend NDSU Extension 4-H volunteer trainings related to role. Assure safety of all participants. 		
Time Required	Meet at least three times before the competitive event. However, it will take more than three meetings to complete the machine. Meetings: 2 hours per time Competitive Event: 4-5 hours		
Resources Available	4-H Rube Goldberg Website:		
	Web: The official Rube Goldberg site: https://www.rubegoldberg.com/		
	Intro to simple machines: https://www.teachengineering.org/lessons/view/cub_simple_lesson01 (be sure to check out student worksheets)		
	Lesson: Pyramid Building: How to Use a Wedge: https://www.teachengineering.org/lessons/view/cub_simple_lesson02		
	Lesson: Let's Move It! (wheels, axles and levers) https://www.teachengineering.org/lessons/view/cub_simple_lesson03		
	Lesson: Slide Right on By Using an Inclined Plane https://www.teachengineering.org/lessons/view/cub_simple_lesson04		
	Lesson: Powerful Pulleys https://www.teachengineering.org/lessons/view/cub simple lesson05		
	<u>Videos for examples</u> . After watching videos, ask youth what simple machines they noticed in the videos. What types of simple tasks did each Rube Goldberg		

	machine accomplish? Youth should recomplish? Youth should recomplete When they finish their journal, they may observations in a brief discussion. Potential Video Examples: https://www.teachingchannel.org/videos/ https://www.youtube.com/watch?v=GOMpletes://www.youtube.com/watch?v=qybletes://www.youtube.com/watch?v=qybletes://www.youtube.com/watch?v=cv5VART (very good example)	turn to a partner and compare /rube-goldberg-contraptions MIBdM6N7Q&feature=youtu.be JFnY7Y8w&feature=youtu.be
Qualifications	1. Enthusiasm and experience in workin 2. Interest in science, technology and experience in workin 3. Ability to communicate effectively with 4. Commitment to ND 4-H program miss 5. Time management skills 6. Able to drive to events	xperimentation n youth and adults
Benefits to Volunteer	 Satisfaction of significant contributio Satisfaction of working as a team to Respect and gratitude of parents/gu Recognition of accomplishments by Opportunity for continued personal g Opportunity for increasingly response 	reach goals. ardians and community. unit and county. growth.
Contact Person	Lindsey Leker, Center for 4-H 1400 Centennial Blvd, FLC 219, Fargo, (701) 231-7039 Email: lindsey.leker@ndsu.edu	ND 58108
Date		
Signatures	Volunteer	Extension Agent

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