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SUMMER ENGINEERING CHALLENGE

Engineering Design Challenge: Rube Goldberg

WHAT IS THE 4-H RUBE GOLDBERG CHALLENGE?

- The 4-H Engineering Design Challenge for 2017 is for teams of youth to design and build a Rube Goldberg contraption, a machine that uses an overly complex process to complete a simple task.
- Open to ANYONE interested in engineering and science, not just existing 4-H members.
- The goal is to encourage critical thinking, creativity, innovation, and problem solving in a non-traditional learning event and to have FUN in the process

This Year's Challenge

The 4-H Engineering Design Challenge for 2017 is to design and build a Rube Goldberg contraption (RG) that raises a 4-H flag and then waves it. After the machine raises the flag, it needs to make the flag wave!

WHO CAN PARTICIPATE

- Teams consist of 3-10 youth who have completed grade 3-8 and two Adult Volunteer Coaches.
- Youth may enroll just to participate in Rube Goldberg and do not need to join an existing club to participate, but can also be a member from an existing club or project.
- Youth enrollment can be done here: www.4-h.umn.edu/be-a-4-H-member/ and adult volunteer enrollment here: www.4-h.umn.edu/volunteer

ADDITIONAL RESOURCES

- Complete information on the 2017 MN 4-H Rube Goldberg Challenge is available here: www.extension.umn.edu/youth/mn4-H/events/engineering-design-challenge/index.html
- Information webinars will be offered on June 13th and June 28th to all registered teams.
- For assistance in registering, finding team members or adult volunteers, getting training on Rube Goldberg, or to answer any questions about this or other 4-H events please contact the STEM Program Coordinator, Lisa Burnette (sore0251@umn.edu, (507) 614-STEM) or your county 4-H Program Coordinator.

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