Overview	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5
This club activity introduces students to Rube Goldberg—an illustrator and inventor of complicated machines completing simple tasks. It will nurture students' development of Science, Technology, Engineering and Mathematics (STEM) while using the English language. Students will plan, build, test and present their creations using English with the instructor and class members.	1. English-Speaking & Vocabulary: \$\leftrightarrow Who was Rube Goldberg? \$\leftrightarrow Constructing, Step-by-Step\$ Simple Machines 2. Tutorial & Instructions 3. Machine Type: \$\leftrightarrow Simple Machine Experiments 4. Build: 3-Step Rube Goldberg Machine 5. Clean-up	1. English-Speaking & Vocabulary: \$\display VerbsHow things work\$ 2. Tutorial & Instructions 3. Machine Type: \$\display 5-Step Rube Goldberg Machine\$ 4. Build: Weight-bearing Bridge (Using Popsicle Sticks) 5. Clean-up	1. English-Speaking & Vocabulary: \$\(\text{Nouns: Tools, parts, pieces} \) 2. Tutorial & Instructions 3. Machine Type: \$\(\text{7-Step Rube Goldberg Machine} \) 4. Build: Plastic Straw Roller Coaster 5. Clean-up	1. English-Speaking & Vocabulary: \$\int Making \\ changes, \\ suggestions 2. Tutorial & Instructions 3. Machine Type: \$\int 9-Step Rube \\ Goldberg \\ Machine 4. Build: Catapult (Rubber Bands, Popsicle Sticks) 5. Clean-up	1. English-Speaking & Vocabulary: \$\rightarrow Presentations: Talking about your work\$ 2. Machine Type: \$\rightarrow 9+-Step Rube Goldberg Machine} 3. Awards: Most Successful Machines / Creative Machines
					5. Clean-up
Teacher	Provides all handouts, activities, whiteboard, and markers				
Students	Students must bring their folders, pens, pencils, erasers, and notebook every day to class.				

Class: Rube Goldberg

Teacher: Aaron Pooley