SIX SIMPLE MACHINES
OBSTACLE COURSE PLANNER

Simple Machine	Diagram How will the obstacle look?	Obstacle Description How will the obstacle be used?
Inclined Plane		
Lever		
Pulley		
Screw		
Wedge		
Wheel & Axle		

SCHOLASTIC

SIX SIMPLE MACHINES
OBSTACLE COURSE GUIDELINES

Complete your work with a partner. Each group will turn in one project with one set of written information.

1) Design an obstacle course with a minimum of six parts.
2) Each part must represent the use of a different simple machine.
3) Complete the Obstacle Course Planner, detailing what each of the six events will look like and how it will be used.
4) Build a model representing your plan. Requirements:
   a. Your model must be three-dimensional
   b. All six simple machines must be represented in a minimum of six separate tasks on the obstacle course.
   c. Models must be built on a sturdy base no smaller than 12"x12", and no bigger than 24"x24".
   d. Obstacle course events representing the six simple machines may be constructed from any material, but must be originally created by you. (In other words, you may not use a toy slide, bicycle, wheelbarrow, etc.) You may use toy people, trees, or other decorations if you wish.
   e. You must provide the materials necessary to construct your obstacle course, and bring them to class when needed.
   f. You must submit your completed obstacle course on the due date, along with the Obstacle Course Planner, and a 1-2 page description of the instructions for running the obstacle course. The instructions must ordered sequentially and detail the information that contestants need. Example of race rules:

   > First event: Contestants race from the starting line to the ramp. They pick up a skateboard and ride to the top of the ramp, where they take a flag and attach it to their belts. They will then sit on the skateboard, and ride it down the ramp. Contestants will then race to the second event.

5) Work will be assessed by a rubric scoring the obstacle course, planner, and written instructions.