

# **SHIFTING RHYTHMS**

## **MARBLE RUN**

**Time Estimate: 30 minutes**



**Tags: Problem-Solving, Design**

## Part 1: Materials and Tools



**You'll have a few materials provided, but don't feel limited by them. You can use anything in the room, as long as you ask your teacher.**

## **Part 2: Making the Marble Run**

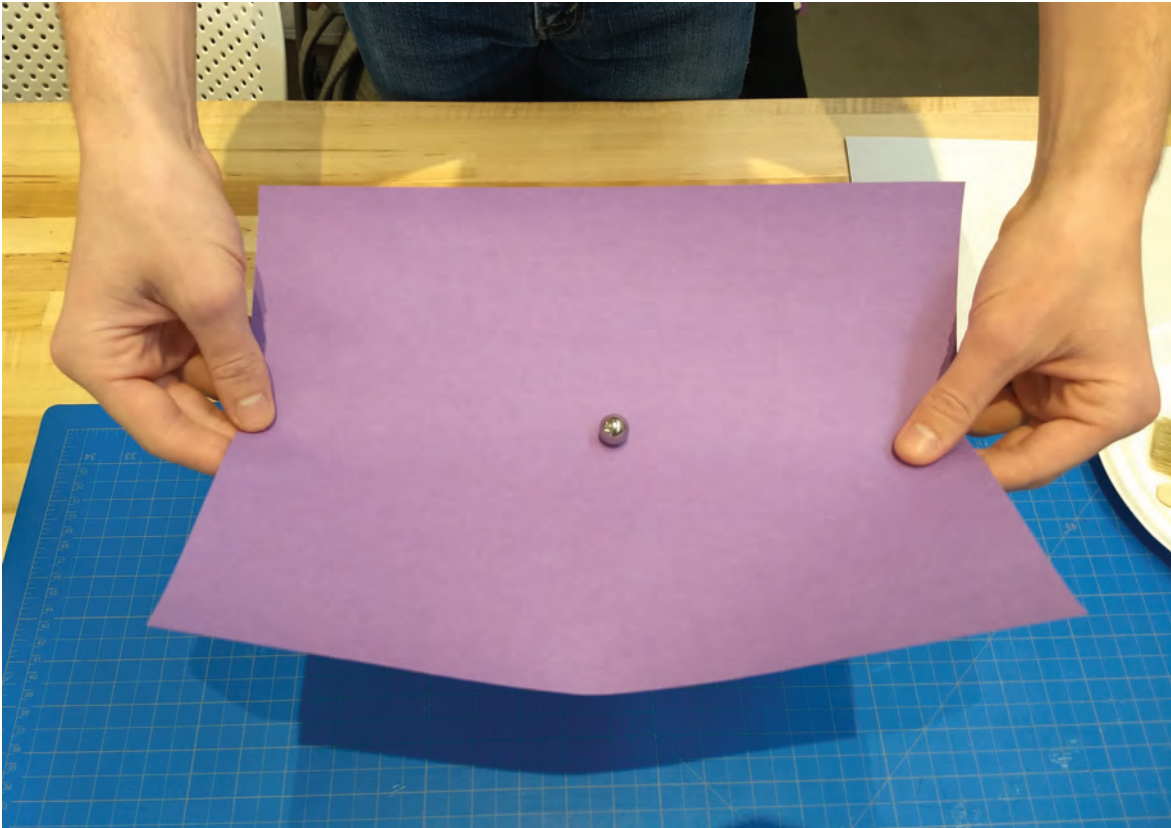
**Your goal is to move the marble from one end of the room to the other. There are three rules:**

- 1. You can only touch the marble with your materials, not your hands.**
- 2. You cannot walk while you are holding the marble.**
- 3. Don't interfere with other teams' marble runs. See how good you can make yours!**

**Think about how you can make the marble move. What will make it roll? How can you work together?**

**Get in teams of two. Each team will build a separate marble run and race across the room!**

## Part 2: Making the Marble Run



**Bending a piece of paper a little bit is one way to carry a marble without touching it, but it's easy for the marble to roll off. Can you think of a better way?**

**In your teams, find some materials around the room and try moving the marble with them.**

**Once every team has had about twenty minutes to experiment, line up against one wall of the room. Each team will start at the same time. See how fast you can get your marble to the other wall!**

## Part 3: Reflection

**How did you make your marble run? Compare this to what other teams did. Did you have the same strategy? Did you do something different?**

**What worked well about what you did?**

**If you were to do this again, what would you do differently?**