

Invention Convention Project Outline

Select ONE of the following project options to do with your partner. See the back of this page for due dates at each stage of the project.

Invention

- **Invent** something new to solve a problem or improve an already existing invention
- Detailed **Drawing**
- Actual **Model – Prototype**
- Inventors **Journal**
- **Lab Report**

Rube Goldberg

- Create a **contraption** to accomplish a simple task
- Detailed **Drawing** with **10 or more steps** written on it
- Rube Goldberg **Journal**
- It must work!
- **Lab report**

Proposed Due Dates

- **Wednesday - 4/9** Partners and Project Type (Invention, Rube Goldberg)
- **Wednesday – 4/16** What's your Project (exact item being invented, task to accomplish for Rube Goldberg)
- **Wednesday – 4/30** Detailed Drawings (of invented item, of steps in Rube Goldberg; must have more than one view, be colored, and labeled)
- **Tuesday – 5/20** Lab Report Rough Draft (each person does their own report)
- **Tuesday – 5/27** Model/Video Due (yes, you have to bring it to school! The only exception is for Rube Goldberg teams that filmed.)
- **Tuesday – 5/27** Presentations with Lab Reports & Journals (complete!)

Project Requirement Updates:

- * You MAY videotape your Rube Goldberg instead of bringing it in
- * Absolutely NO weapons for inventions (ie. potato shooters, etc.)
- ** Remember: an invention CAN be an improvement on something, but it MUST make that product do something different/better.
Ex. A new bottle for an energy drink isn't an invention, but an energy drink that makes you tan IS something new!