

HUMAN MACHINES

TIME 25–30 minutes

SUPPLIES

- › Masking tape

SET UP Use tape to mark start and finish lines 15–20 feet apart.

SAFETY NOTE This activity requires open space for moving about, and members need to be comfortable with close physical proximity.

THE GAME Divide your group into teams of three. Tell each team to devise a human machine that can move from the starting line to the finish line. Only two legs and two arms of the triad may touch the ground. Once the “machine” has covered the prescribed course, the team receives a “patent” on their movement methods—no other group can duplicate their method! Only one team can proceed at a time. Give teams time to strategize at the beginning.

GOING DEEPER

- › How did you develop your machine ideas?
What ideas did you not use, and why?
- › Was it easy or difficult to involve each team member in your machine’s function?
- › How did you respond if another team patented your idea before your team got to try?