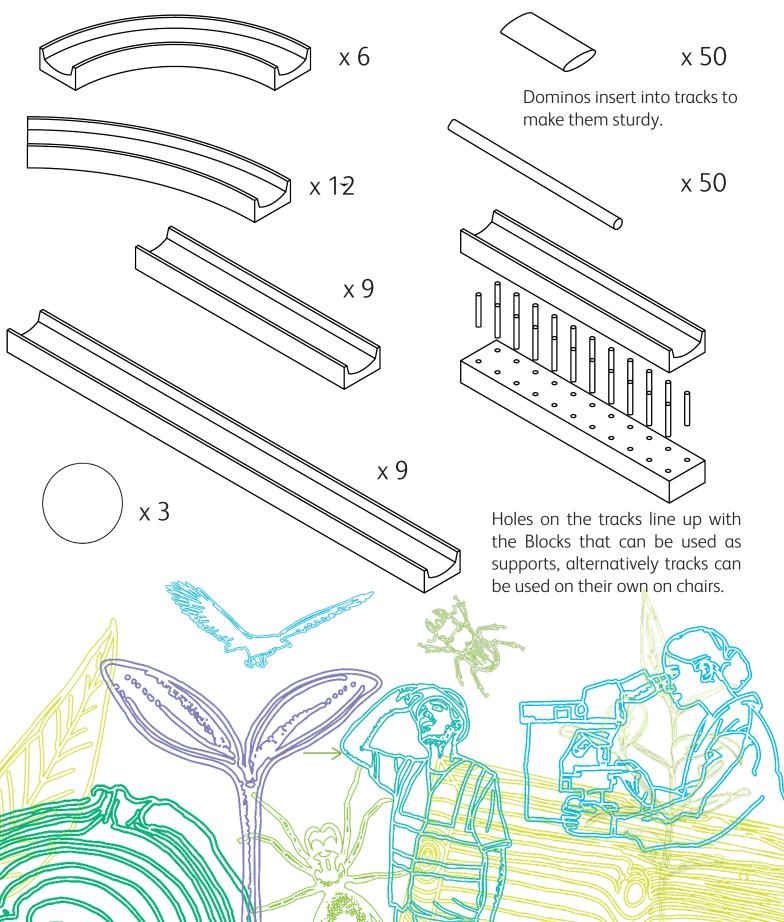




## Marble Run

### How it works:





## Curriculum Links



#### Year 3/4

#### **DESIGN AND TECHNOLOGY**

- <u>ACTDEK013</u> Investigate the suitability of materials, systems, components, tools and equipment for a range of purposes
- ACTDEK011 Investigate how forces and the properties of materials affect the behaviour of a product or system
- <u>ACTDEP018</u> Plan a sequence of production steps when making design solutions, both individually and collaboratively

#### **SCIENCE**

 ACSSU076 Forces can be exerted by one object onto another by direct contact or from a distance

#### Year 5/6

#### **DESIGN AND TECHNOLOGY**

- <u>ACTDEP028</u> Develop project plans that include consideration of resources when making designed solutions individually and collaboratively
- <u>ACTDEK023</u> Investigate characteristics and properties of a range of materials, systems, components, tools and equipment and evaluate the impact of their us

#### **HUMANITIES AND SOCIAL SCIENCE (HASS)**

ACHASSI102 Work in groups to generate responses to issues and challenges



# Suggested Activities





#### **Materials:**

Kit contents

#### Task:

• Students take the challenge to build a successful marble run in an allotted time. To conduct a successful Marble Run session the activity must establish four things: A starting point, an end location, an obstacle and a time limit.



#### **Starting Point:**

The starting point is encouraged to be on a high location to help the ball fall down the tracks.

#### **End Location:**

The end location should be a far away enough to use a sufficient amount of tracks.

#### Obstacle:

The level of difficulty of the activity can be modified depending on the obstacle introduced. A suggested obstacle could be to run tracks around a chair, under a table or even both. This is to prevent tracks from being straight from start to end.

