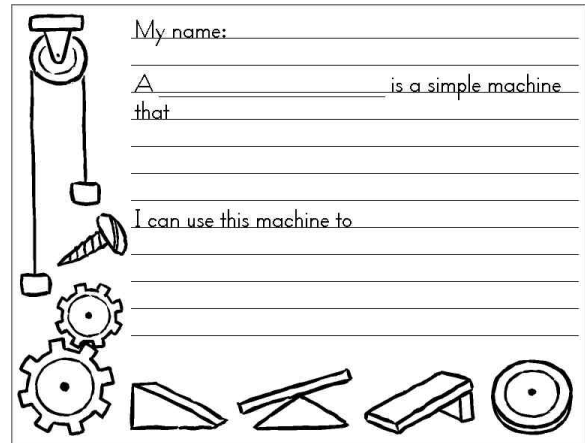


# Simple Machines

## Goals

- To identify simple machines and their function
- To give examples of how we can use simple machines to solve problems or make life easier



My name: \_\_\_\_\_

A \_\_\_\_\_ is a simple machine that \_\_\_\_\_

I can use this machine to \_\_\_\_\_

**Overview:** Students choose a simple machine, tell what it does and then give an example of how they could use that machine.

## Materials

- Copies of “Simple Machines” template
- Optional: Crayons, colored pencils, markers

## Directions

1. Introduce the activity by showing students pictures or working examples of simple machines. Ask students what each machine does and how they might use it.
2. Give students copies of the “Simple Machines” template. Have each student or pair of students choose a machine (or assign one). Tell students to circle or color their machine. Then have them write a short description of the machine and tell how they might use it.
3. Have students present their work using the working examples, if available, to demonstrate.

## Stationery Studio Extensions

- Print blank copies of “Simple Machines” stationery with lines on the top half of the page only. Have students write a paragraph describing a more complex machine that combines two or more simple machines and then draw a picture below.
- Ask students to “invent” a toy or machine that combines two or more simple machines, then write a description and draw a picture.