Art Machines

Build a moving kinetic sculpture from connected levers.



SCREEN-FREE | AGES 5 TO 10 | ABOUT 45 MIN | MAKE AND KEEP

WHAT PARTICIPANTS MAKE

A compound machine of linked levers that stretches and folds in one motion, finished as a creature or invention with its own story.

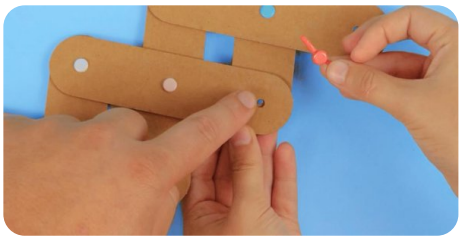
HOW IT WORKS

Campers connect cardboard levers with fulcrum fasteners into three linked X shapes, so the whole machine extends and retracts together. Then they design a face or feature that opens and closes as the machine moves, and keep redesigning it into claws, wings, or anything they imagine. Kindergartners do well with an adult building alongside, and it goes deep enough for upper elementary engineering talk about fulcrum placement and systems.

CAMPERS EXPLORE

Compound machines (levers and fulcra); systems thinking (parts working together); the engineering design process; creature/character design; fulcrum placement and motion







PACK SIZES

PACK	CAMPERS	SKU
Small Group Pack	10	G1 ARTM 010
Class Pack	25	CL ARTM 025

Every camper gets an individual reclosable kit with a printed visual guide. Scissors optional.

Educator video
8:23 min

Educator guide

Standards connections (from the educator guide): NGSS K-PS2-1, K-2-ETS1-2, 3-5-ETS1-1, 3-5-ETS1-3. Common Core RI.K-2.7, SL.K-2.1, RI.3-5.7, W.3-5.2, K.MD.A.1, K.G.A.1, 3.MD.B.4, 4.MD.A.2.