



# Simple Machines

90-minute Program \* Grade 7  
Science Standards: 7.P.2

## **DISCOVER THE POWER OF SIMPLE MACHINES!**

Hoist an adult into the air with ease, match the strength of someone much larger than you, and explore museum exhibits in a simple machines scavenger hunt! In this exciting program filled with interactive demonstrations, hands-on activities, and engaging experiments, students discover how simple machines help us accomplish work.

**Make It Work**, a hands-on, inquiry-based, and maritime-related exhibit (on view November 14, 2014 - September 13, 2015), encourages students to explore the six types of simple machines and how they make work easier. The exhibit complements the Simple Machines field trip program and showcases rarely seen Museum artifacts.

## **PROGRAM ACTIVITIES INCLUDE:**

### **THE “PLANE” TRUTH**

Investigate the simplest of simple machines to determine how an inclined plane or a wedge can be used to reduce the amount of effort applied to a task. Apply that knowledge in an exciting race!

### **THE CLEVER LEVER**

Discover how a six-foot board and a small block of wood, when properly combined, allow a seemingly impossible feat to be accomplished with ease.

### **WORKING THREADS**

Uncover two simple machines hidden within a screw and find out how each one enables work to be accomplished.

### **WHEELS IN MOTION**

Explore the relationship between distance and force using a device invented by the ancient Babylonians. This interactive demonstration will prove to be a “moving” experience!

### **POWERFUL PULLEYS**

Analyze different pulley systems to determine their effectiveness in helping people lift heavy objects. Test these systems for a surprising result.

### **GEARED UP**

Experiment with gear sets to discover how this special form of lever can be used to gain force or speed.

**Call 910.798.4362 for fees and to schedule your field trip program today.**



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**[www.capefearmuseum.com](http://www.capefearmuseum.com)**