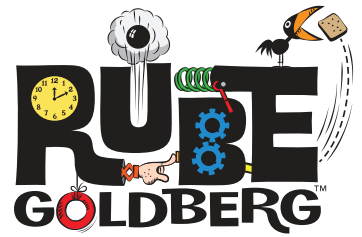


Rube Goldberg® Miracle Machines™



Featuring levers, pulleys, slides, and switches for kids to manipulate, Rube Goldberg Miracle Machines add a touch of whimsy to any playground. These elaborate play panels are designed to thrill and engage the senses for everyone ages 2 and up (18mo+), helping to develop cognitive and fine motor skills as well as provide insights into cause-and-effect relationships.

To make this series of mechanical chain reaction play panels, Miracle® Recreation collaborated with The Rube Goldberg® Institute for Innovation & Creativity, a family-run, nonprofit organization that uses the legacy of its namesake to promote equity and access

in STEM and STEAM education. A Rube Goldberg Machine® is a delightfully over-complicated contraption that completes a simple task in the silliest way possible.

Rube Goldberg was a Pulitzer-prize winning cartoonist whose depiction of hilariously impractical machines inspires artists, educators, advertisers, and influencers. By partnering with the Rube Goldberg® Institute, Miracle Recreation brings authenticity and delight into recreational play by asking kids to solve three simple tasks: make a cup of tea, feed a cat, and score a goal.



878 E Highway 60 / Monett, Missouri, USA 65708 / Miracle-Recreation.com
USA 888-458-2752 CANADA 866-516-0245 INTERNATIONAL +1 417-235-6917

Product	Product Number	Ages	Capacity	Product Size	Weight	ADA	ASTM F1487	CPSC PUB.325	CAN/CSA Z614	EN1176
Curiosity Thrilled The Cat	453-6 453-6BD	2 - 12 (18 mos - 12 CSA)	8	6'4" x 2'9" x 8'3" 1.9m x 0.8m x 2.5m	538 lb (244 kg)	•	•	•	•	
My Cup Of Tea	453-8 453-8BD	2 - 12 (18 mos - 12 CSA)	8	7'6" x 2'9" x 6'5" 2.3m x 0.8m x 2.0m	496 lb (225 kg)	•	•	•	•	
Gooooaalll	453-9 453-9BD	2 - 12 (18 mos - 12 CSA)	10	10'5" x 2'9" x 6' 3.2m x 0.8m x 1.8m	490 lb (222 kg)	•	•	•	•	

All products listed above are available in bolt-down versions.

Color Options

The Miracle Machines™ can be customized with our Mira-Cote™ Powder-Coated Painted Metal Colors and the following Mira-Lene™ Play-ground Panel Colors; Dark Brown/Sand, Forest Green/Sand, Gray/Black, Red/Sand, Black/White, Yellow/Sand, Blue/Sand, Cobalt/Sand. If you have any questions, please see your authorized representative.



My Cup of Tea

Spin the wheel and guide the tea to the cup using a pencil, a boot—even a fish! With a series of maneuverable elements, My Cup of Tea gives a fast-paced illustration of cause-and-effect to users while providing a number of fun paths for the balls to take. Kids can make as much tea as they'd like, learning how to cooperate with each other and make decisions solo or as a team. Wheels are located high and low for children of any ability to join in the fun, while bells and chimes enhance the sensory experience for all.

Curiosity Thrilled the Cat

Turn the crank to unleash Cat's favorite treat and guide it through a series of obstacles accompanied by fun sounds. Watch as it flies through dominoes, passes the flag, and knocks down a banana. Then, there's a decision to make—put it into Cat's bowl, or give the treat some fishy flavor by first passing it through the tank? This not only helps kids recognize the impact their actions have, but builds upon their decision-making skills. Thanks to the variety of paths to choose from, whichever they decide to take, the other will be there for the next treat. Cat certainly wouldn't mind!

Gooooaalll

Individuals or teams can work to score a match-winning goal! Start by turning the wheel, and then guide the ball along its journey until it reaches the net. Manipulative elements all across the panel offer the chance for young children to build their fine motor skills, while older kids will enjoy creating a methodical approach to reaching the goal. Its width, sloped height, and accompanying sounds ensure everyone can join in on this thrilling play. Each turn at the play panel yields a variety of outcomes depending upon the path taken, reinforcing the notion of cause and effect, especially as it relates to machine thinking.

