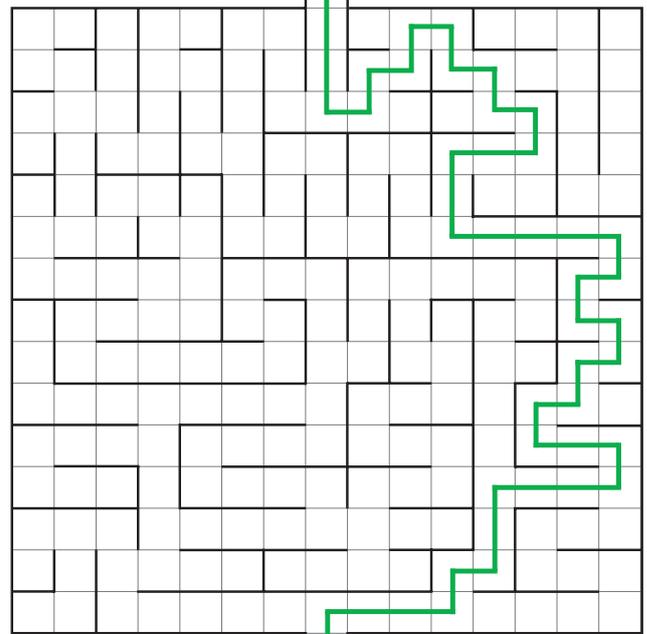


MAZE ADVENTURES!



44 squares



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Fig. 1

Start

This game can be played by the whole class or by a number of teams.

It encourages pupils to:

- find and describe routes through a maze
- work systematically to solve a problem and check results

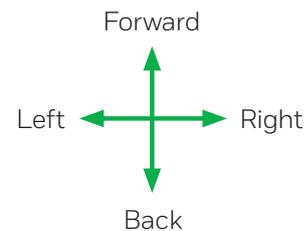
How to raise money

Pupils are sponsored to design their maze and write instructions. Pupils can be sponsored per number of squares in their route, eg **10p per square x 50 squares = £5.00.**

Alternatively, parents and carers can make a donation.

How to play

- Set the scene: the school has been asked by a game designer to create a new game where players score points for getting through a maze. Their score depends on how quickly they find their way through.
- Children work in groups to design a maze on different squared paper.
- The game designer will need to know what is the shortest route through the maze to see how quickly it can be done. Invite children to work this out. Look and listen for children who compare the routes by counting squares, as well as those who are able to visualise the routes and spot errors quickly.
- Ask children to investigate how they could write instructions for the shortest route for another group to follow. Look and listen for children organising their work effectively (eg one person following the route on the maze and another recording the instructions) and checking their completed instructions.
- See if any children identify what different directions could be called, eg 'forward' or 'back', 'up' or 'down', 'right' or 'left', and if any children devise symbols or another system to use for their instructions (eg Fig. 1).
- Once children have had time to complete their instructions, display a copy of the maze and ask them to use their instructions to guide another group through.



F1	F1	F1	F1
R3	R1	L4	L1
F1	F1	F2	B1
R1	R1	R2	L1
F2	F1	F1	B1
R3	L1	L1	L1
F1	F1	F1	F3
L2	R1	L1	