

# Exploration- 4/5 Escape the Maze

**Learning Goals:**

- Use Social Studies inquiry processes and skills to — ask questions; gather, interpret, and analyze ideas; and communicate findings and decisions
- ADST: Defining and Ideating

**Materials**

Grid paper (print out from link below)  
Pencil  
Eraser  
Ruler  
Markers

**Activities**

Last week you had to create a spooky haunted house. Behind your haunted house is a tall corn field.

**Activity:**

Create a maze (using the grid paper) using the instructions below the grid.

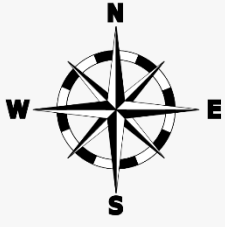
Now create a coding system using the compass directions that helps you navigate through the maze.




**Extension:** Challenge your parent to see if they can use your code to get through the maze.

**Extension:** Try creating a different path using a different code.

**Extension:** Create a maze on a larger grid with instructions on how to solve the maze.

# Coding Activity 1

								<b>End</b>
	<b>Start</b>							

	Symbol
Draw 5 bales of hay on the map	
Draw 4 different gates on the map to block the path	
Place 3 different monsters on the map	

**Create a code using the compass directions that gives instructions on how to find a path through the maze.**


Review your instructions and see if your instructions are correct!

