

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.

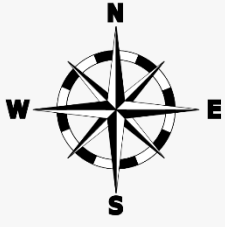
Now create a coding system using the compass directions that helps you navigate through the maze.




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

								End
	Start							

	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!