

THINK LIKE A SCIENTIST • MAZES FOR LITTLE EXPLORERS

Draw the path to the garage.

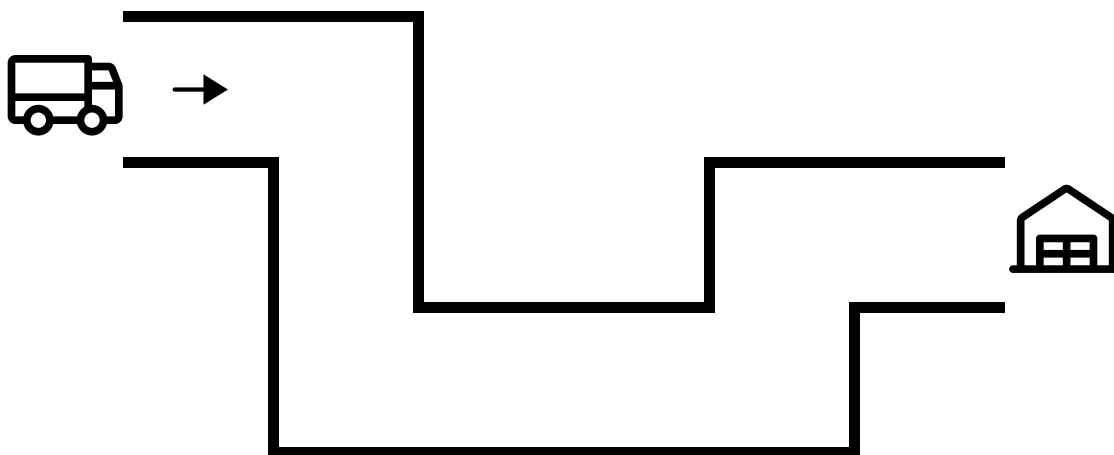
Start at the truck. Stay inside the walls. Stop at the garage.

MARKS



end

PATH Draw a line from the truck to the garage.



○ I reached the garage.

FOR GROWN-UPS

One path, wide corridors. Success is a line that stays inside the walls.

Trace the path with a finger before the pencil goes down.

Off the page: lay a tape path on the floor and walk it.

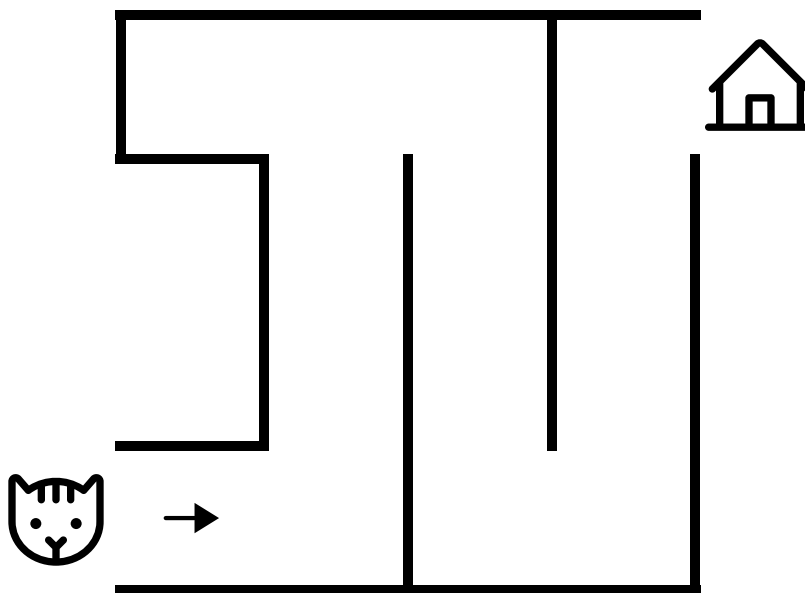
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Draw the path to the house.

Start at the cat. Stay inside the walls. Stop at the house.

MARKS

→ start

 end**PATH** Draw a line from the cat to the house.☐ I reached the house.**FOR GROWN-UPS**

One dead end. The child has to look ahead one opening, and that is all.

Look for the openings, not the walls. The gaps are the path.

Off the page: build a path with two ways out and let them pick one.

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Find the way to the grain.

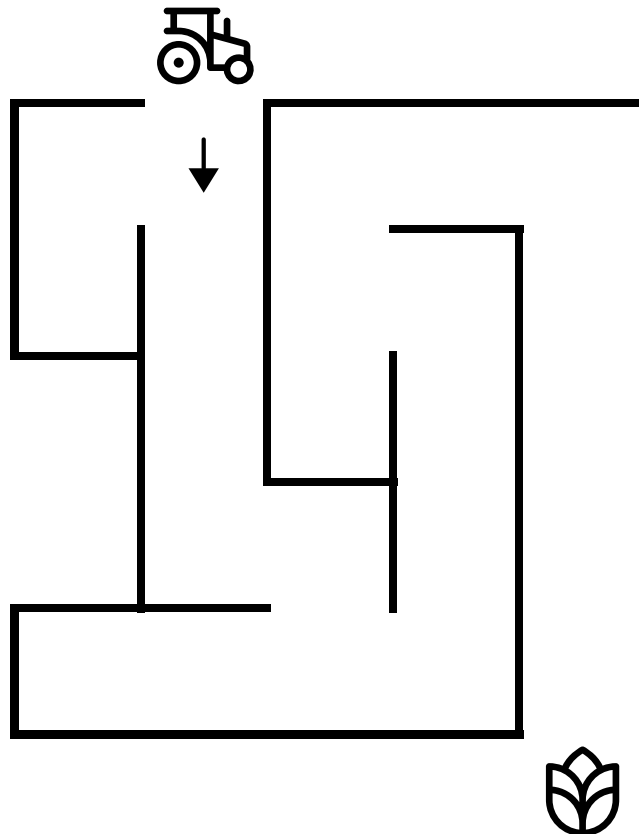
Start at the tractor. Stay inside the walls. Stop at the grain.

MARKS

start



end

PATH Draw a line from the tractor to the grain.☐ I reached the grain.**FOR GROWN-UPS**

Two or three dead ends. Top to bottom is harder for the eye than left to right.

If the way closes, go back to the last opening and try the other side.

Off the page: draw a chalk maze outside with two dead ends in it.

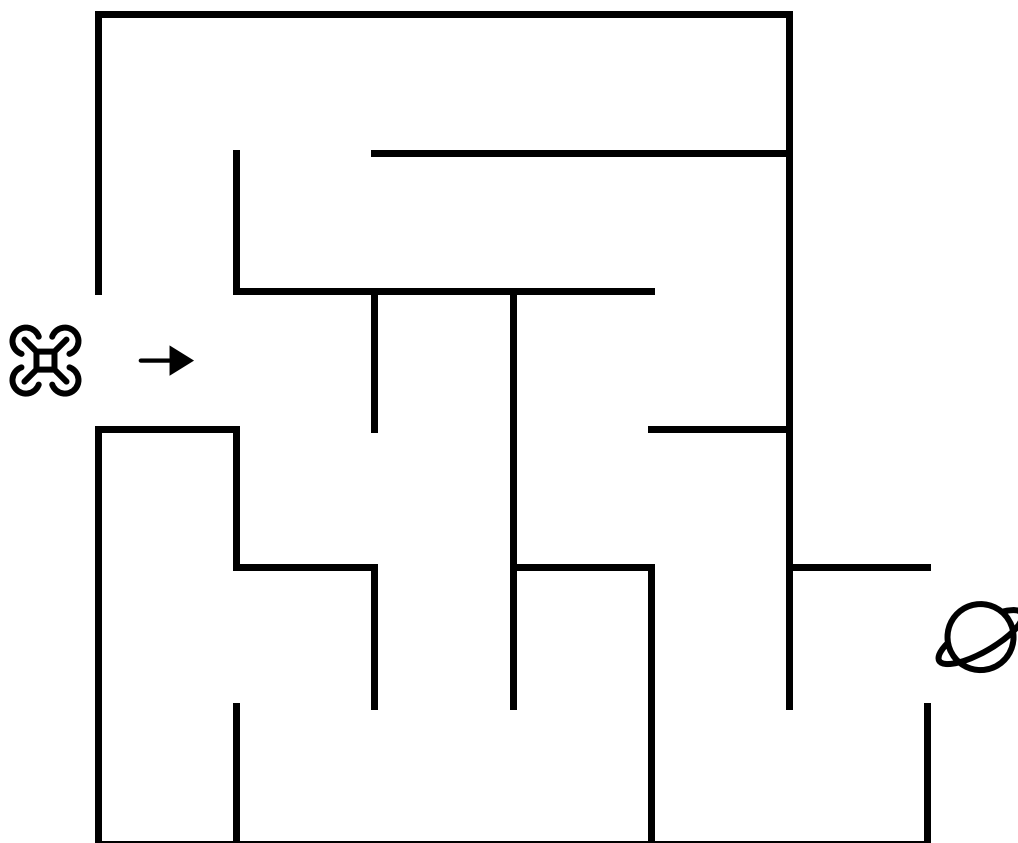
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Find the way to the planet.

Start at the drone. Stay inside the walls. Stop at the planet.

MARKS

→ start

 end**PATH** Draw a line from the drone to the planet.☐ I reached the planet.**FOR GROWN-UPS**

Level four. A dead end here is long enough to feel like the right way.

Look at the end first, then work back toward the start.

Off the page: hide something and give three turns to find it.

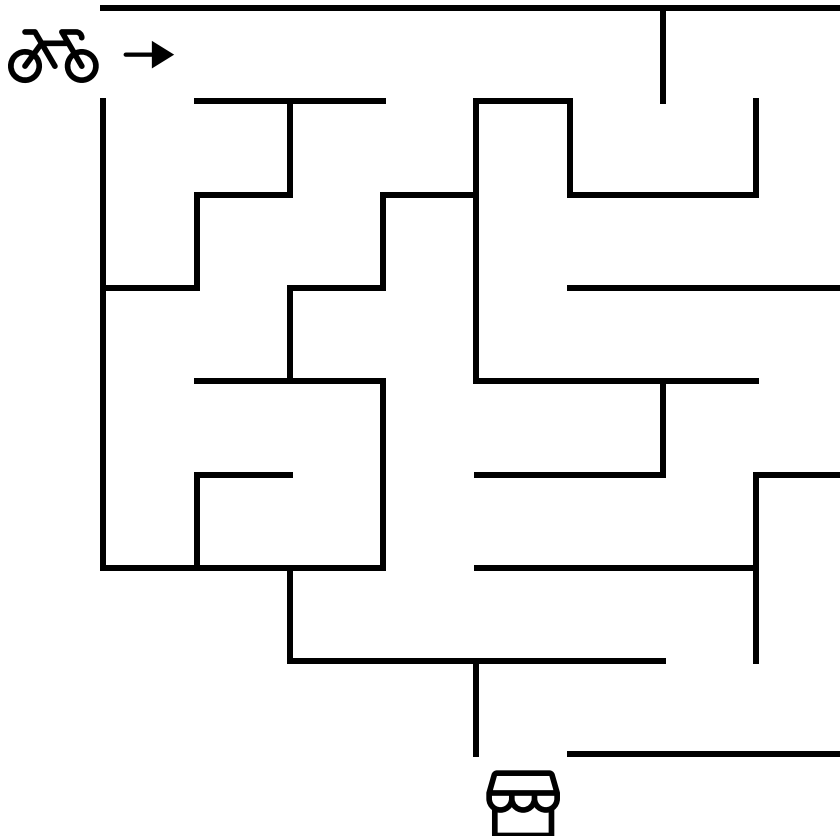
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Trace the path to the shop.

Start at the bicycle. Stay inside the walls. Stop at the shop.

MARKS

→ start

 end**PATH** Draw a line from the bicycle to the shop.☐ I reached the shop.**FOR GROWN-UPS**

Level five. Some false paths are longer than the true one, on purpose.

Ask: where did you have to turn around?

Off the page: let them draw a maze for you, and get it wrong once.

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Trace the path to the trophy.

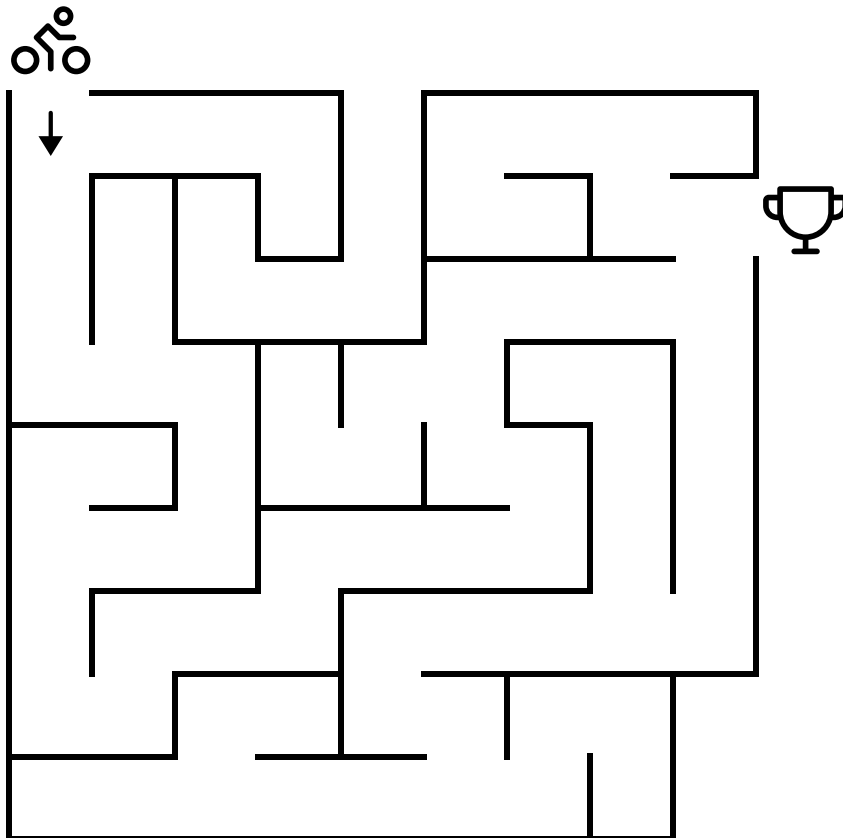
Start at the rider. Stay inside the walls. Stop at the trophy.

MARKS

start



end

PATH Draw a line from the rider to the trophy.☐ I reached the trophy.**FOR GROWN-UPS**

Nine by nine, the size the book reaches in its last quarter.

Keep one finger on the start so it is easy to begin again.

Off the page: walk a route and name every turn out loud.