

THINK LIKE A SCIENTIST • MAZES FOR LITTLE EXPLORERS

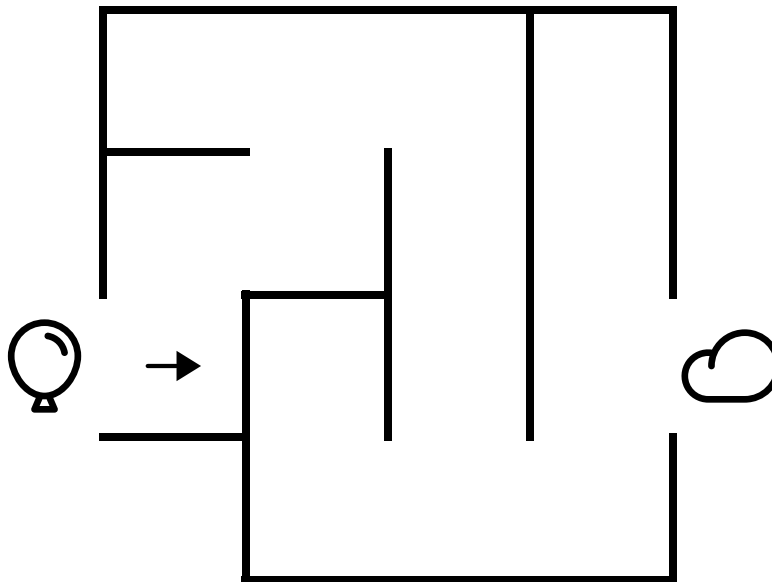
Find the way to the cloud.

Start at the balloon. Stay inside the walls. Stop at the cloud.

MARKS

→ start

☁ end

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

Four by four with two dead ends. The first maze where looking ahead pays.

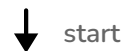
Look for the openings, not the walls. The gaps are the path.

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

THINK LIKE A SCIENTIST • MAZES FOR LITTLE EXPLORERS

Find the way to the road.

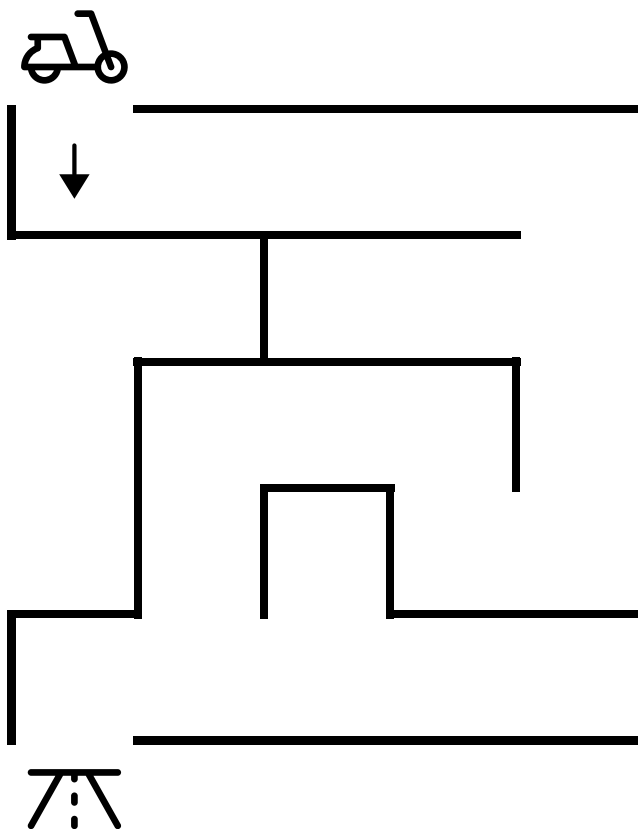
Start at the moped. Stay inside the walls. Stop at the road.

MARKS

start



end

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

Five by five, top to bottom. Three dead ends, none of them deep.
If the way closes, go back to the last opening and try the other side.
Off the page: build a path with two ways out and let them pick one.

THINK LIKE A SCIENTIST • MAZES FOR LITTLE EXPLORERS

Find the way to the anchor.

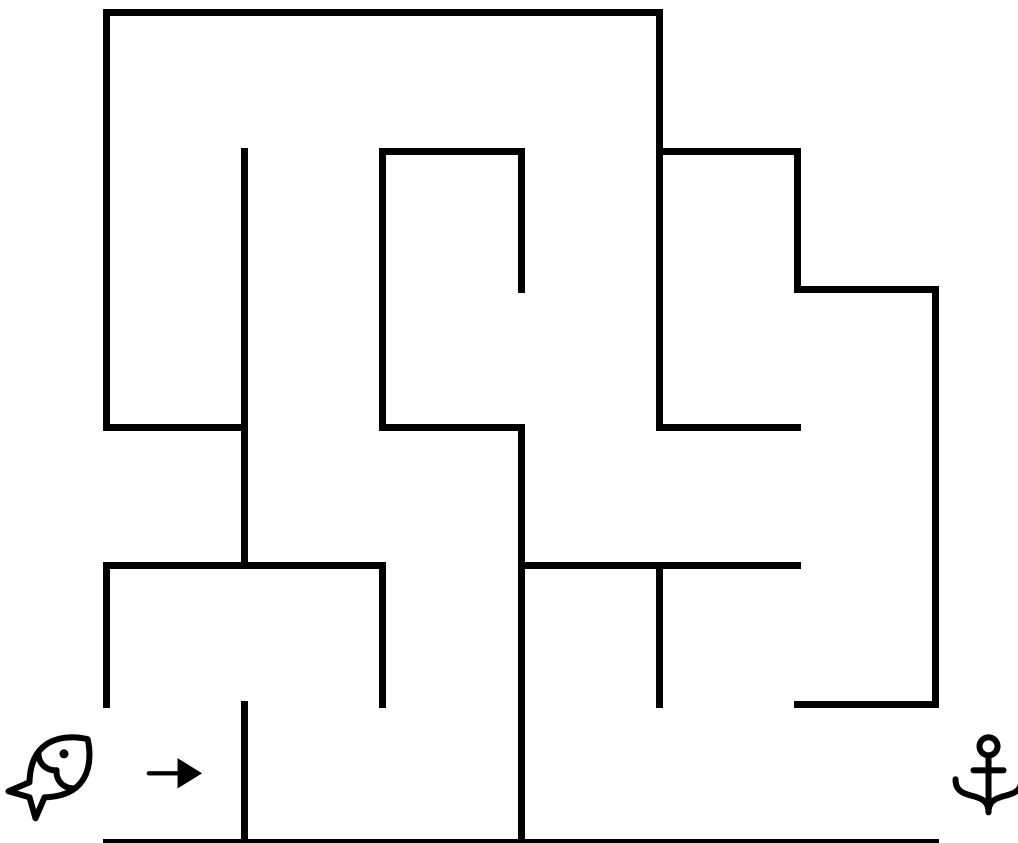
Start at the fish. Stay inside the walls. Stop at the anchor.

MARKS

→ start

 end

PATH Draw a line from the fish to the anchor.



☐ I reached the anchor.

FOR GROWN-UPS

Level four. A false path can run three cells before it closes.

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

Off the page: lay a tape path with a branch that stops at a wall.

THINK LIKE A SCIENTIST • MAZES FOR LITTLE EXPLORERS

Find the way to the tent.

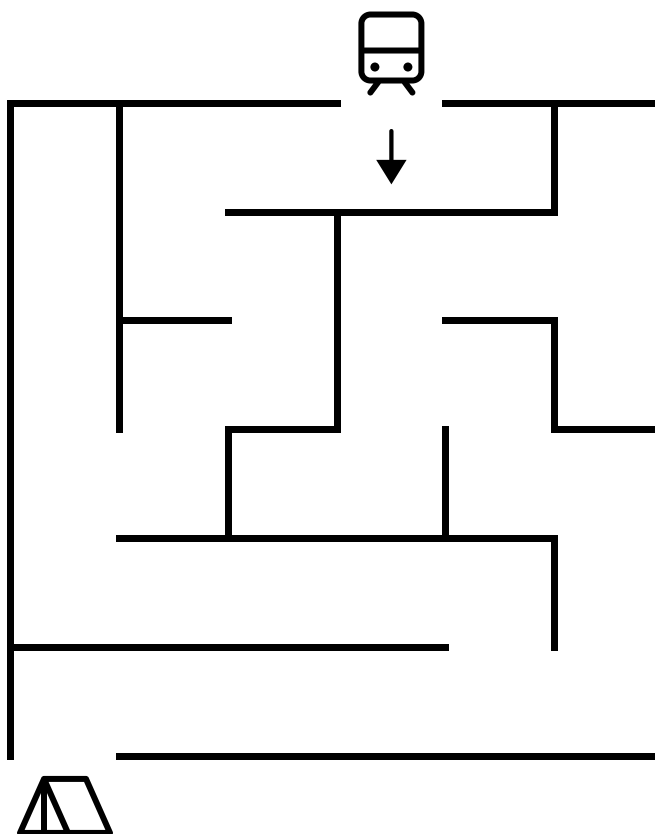
Start at the train. Stay inside the walls. Stop at the tent.

MARKS

start



end

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

Six by six again, entered from the top. Same rules, new shape.

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

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

THINK LIKE A SCIENTIST • MAZES FOR LITTLE EXPLORERS

Find the way to the house.

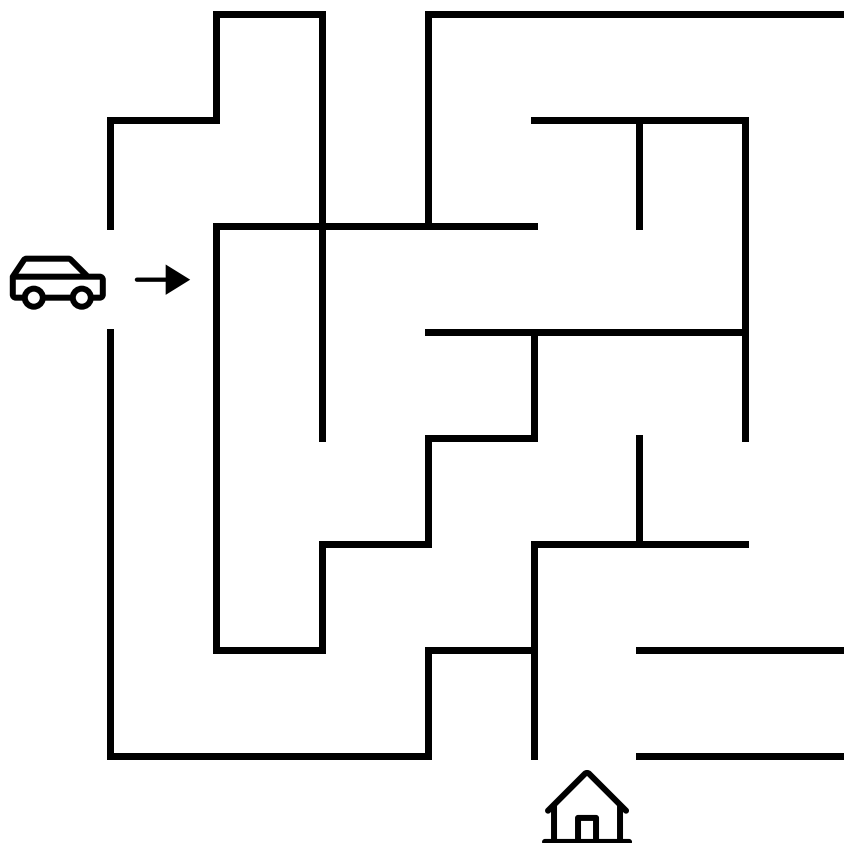
Start at the car. Stay inside the walls. Stop at the house.

MARKS

→ start



end

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

Seven by seven. The exit is on the bottom edge, not across from the start.

Ask: where did you have to turn around?

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

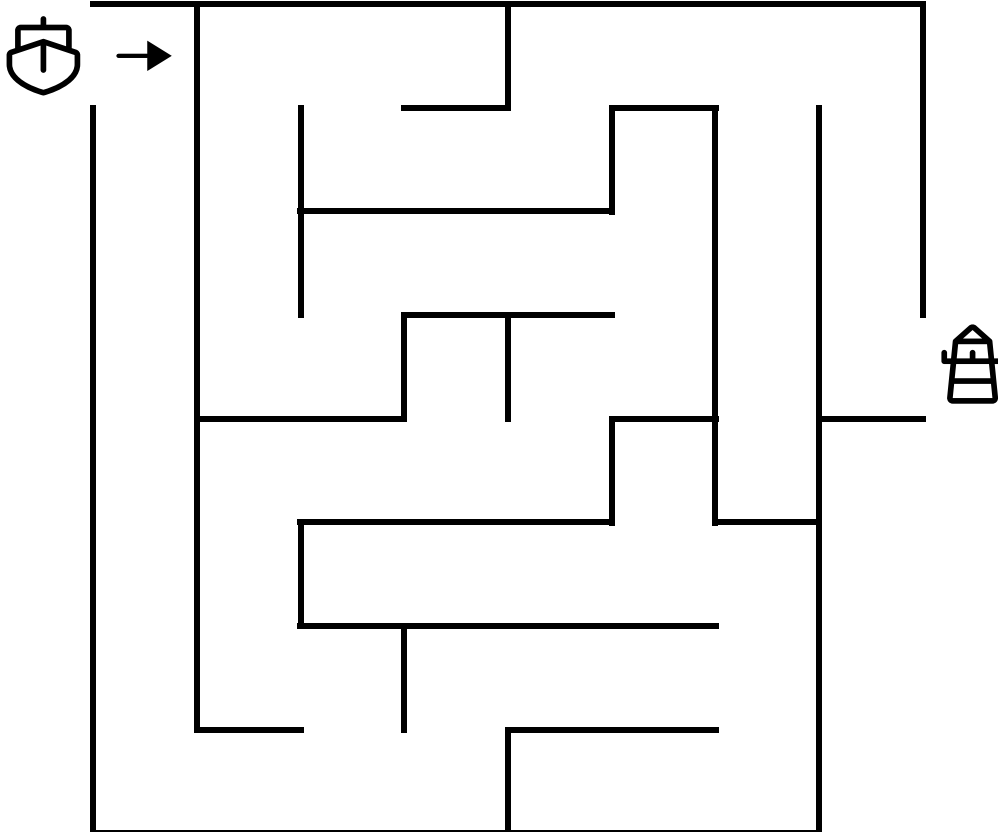
THINK LIKE A SCIENTIST • MAZES FOR LITTLE EXPLORERS

Trace the path to the lighthouse.

Start at the boat. Stay inside the walls. Stop at the lighthouse.

MARKS

→ start

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

Level five. Some dead ends are longer than the true path, on purpose.

Go slowly at each opening and look both ways.

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