

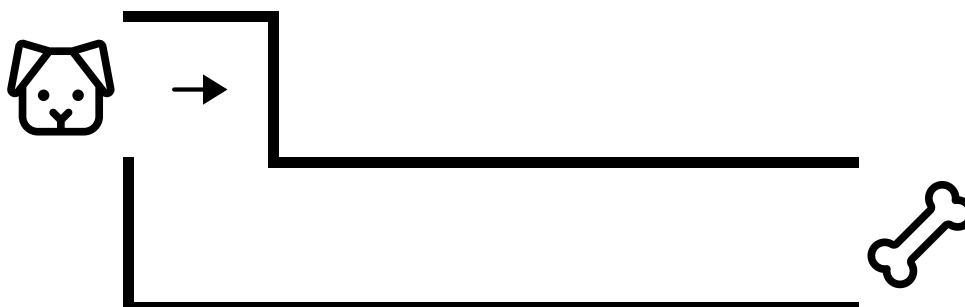
THINK LIKE A SCIENTIST • MAZES FOR LITTLE EXPLORERS

Draw the path to the bone.

Start at the dog. Stay inside the walls. Stop at the bone.

MARKS

→ start

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

The first maze in the book, and there is one bend in it. Success here is holding the pencil.

Bones are the hard parts inside an animal that hold it up.

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

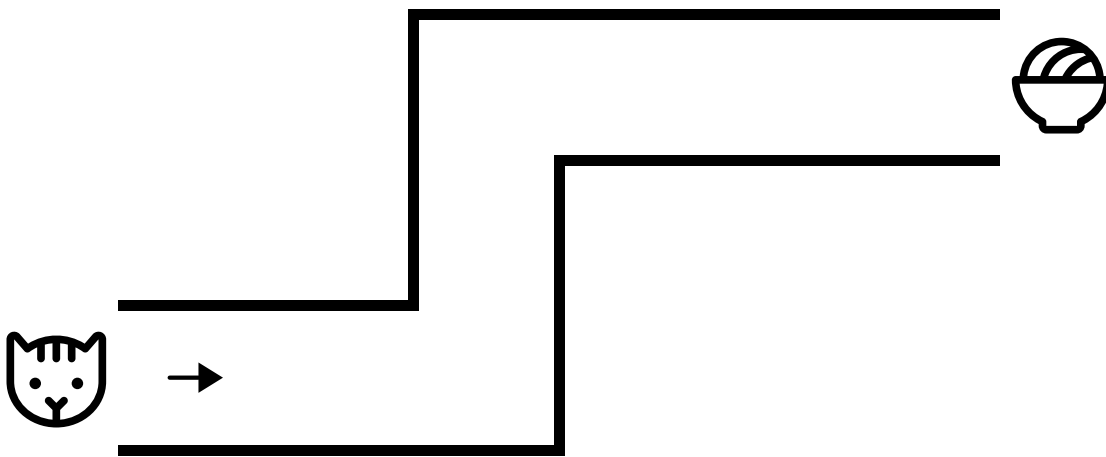
THINK LIKE A SCIENTIST • MAZES FOR LITTLE EXPLORERS

Draw the path to the bowl.

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

MARKS

→ start

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

The channel climbs a row. Up and down is harder for a young hand than side to side.

Ask: was there a turn you almost missed?

Off the page: make a path with string and follow it with a finger.

THINK LIKE A SCIENTIST • MAZES FOR LITTLE EXPLORERS

Draw the path to the road.

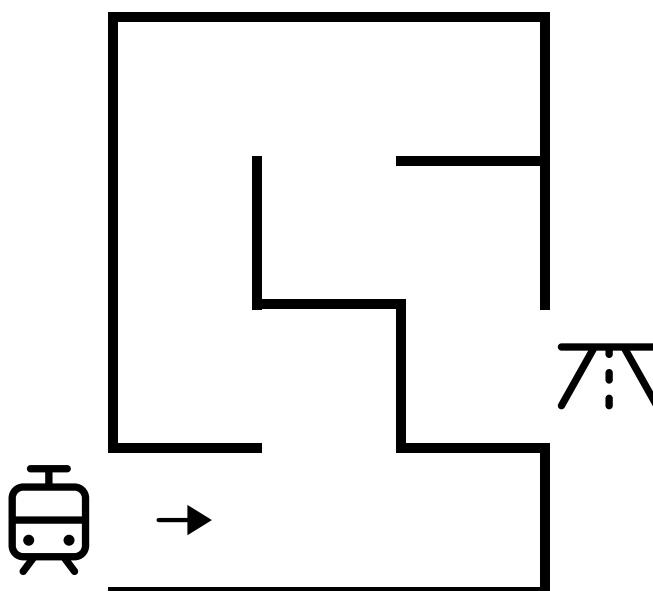
Start at the tram. Stay inside the walls. Stop at the road.

MARKS

→ start

 end

PATH Draw a line from the tram to the road.



☐ I reached the road.

FOR GROWN-UPS

Taller than it is wide, with two dead ends. A wall met on purpose is information.

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

Off the page: let them lay a path for you and follow it exactly.

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Find the way to the water drop.

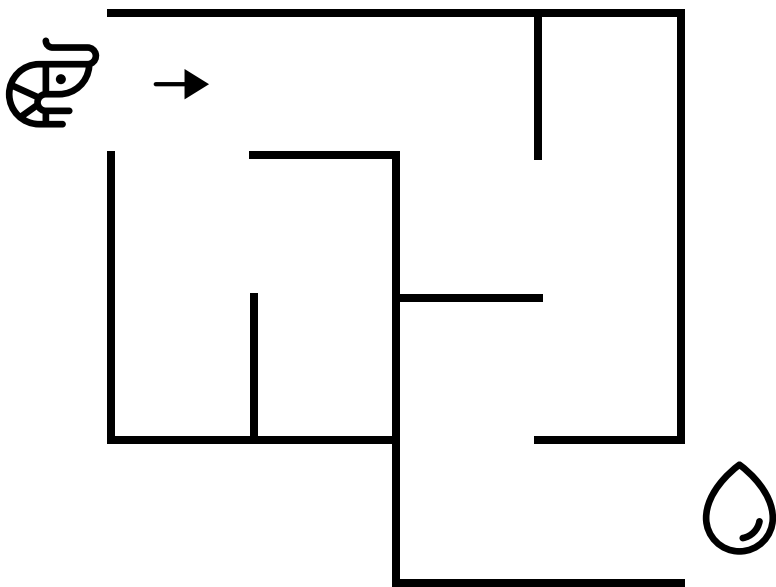
Start at the shrimp. Stay inside the walls. Stop at the water drop.

MARKS

→ start

💧 end

PATH Draw a line from the shrimp to the water drop.



☐ I reached the water drop.

FOR GROWN-UPS

Level three, four by four, and a wrong turn runs three cells before it stops.

Ask: did the pencil stay inside the walls the whole way?

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

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Find the way to the campfire.

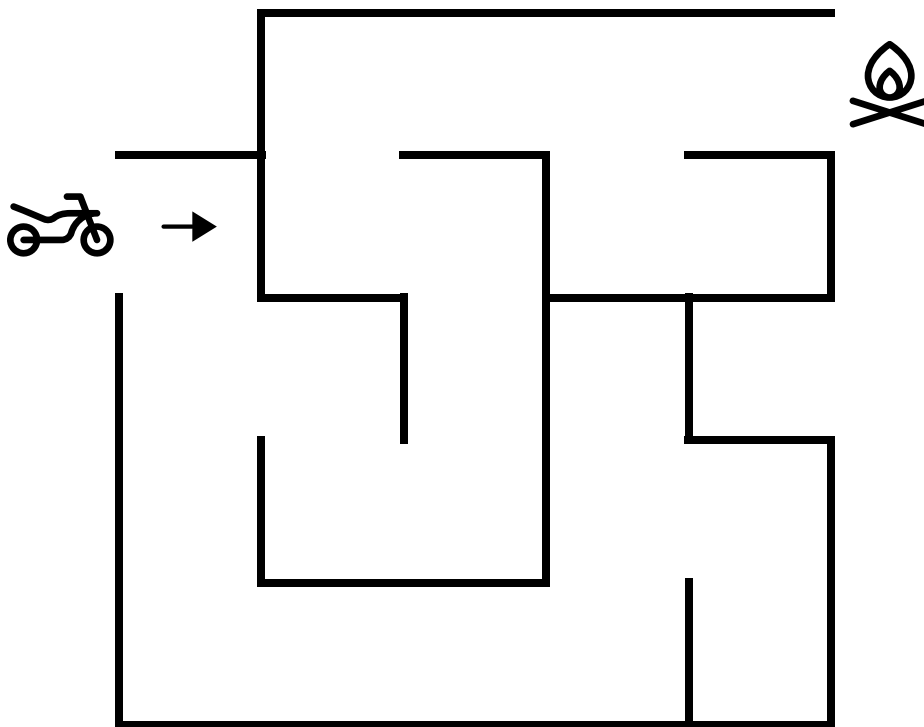
Start at the motorcycle. Stay inside the walls. Stop at the campfire.

MARKS

→ start

 end

PATH Draw a line from the motorcycle to the campfire.



☐ I reached the campfire.

FOR GROWN-UPS

A longer maze means more chances to stop. Stopping is not the same as being stuck.

Ask: was there a turn you almost missed?

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

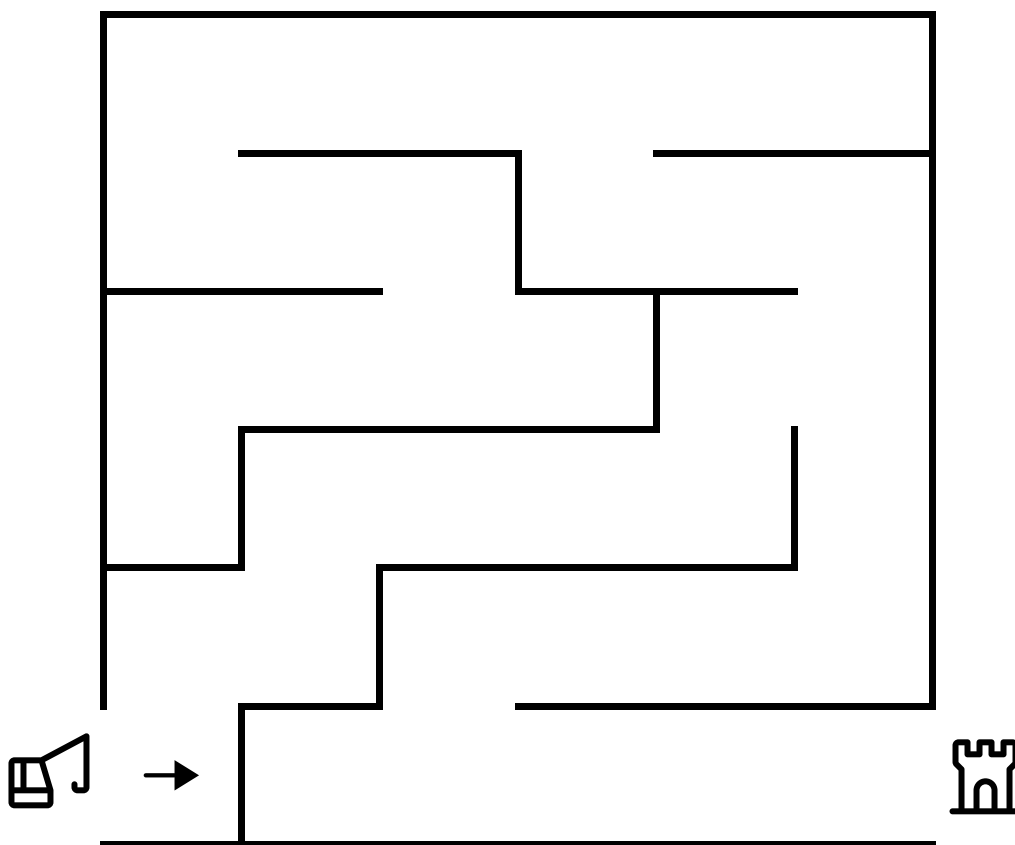
THINK LIKE A SCIENTIST • MAZES FOR LITTLE EXPLORERS

Find the way to the castle.

Start at the crane. Stay inside the walls. Stop at the castle.

MARKS

→ start

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

The long dead end is the hard part of this level, not the number of cells.

A castle has thick stone walls to keep people safe.

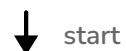
Off the page: describe a route out loud without pointing at anything.

THINK LIKE A SCIENTIST • MAZES FOR LITTLE EXPLORERS

Trace the path to the road.

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

MARKS

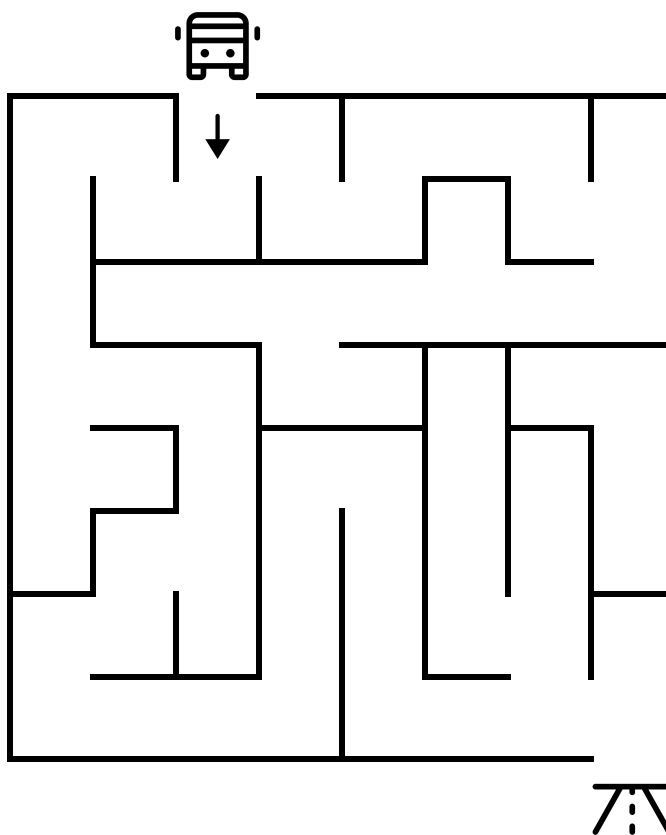


start



end

PATH Draw a line from the bus to the road.



☐ I reached the road.

FOR GROWN-UPS

Ten dead ends, and one wrong turn can run fifteen cells. Expect a page to take a sitting.

A road is made flat and hard so wheels roll easily.

Off the page: draw a map of the house together and mark a route through it.

THINK LIKE A SCIENTIST • MAZES FOR LITTLE EXPLORERS

Trace the path to the farm.

Start at the horse. Stay inside the walls. Stop at the farm.

MARKS

→ start

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

Nine by nine takes fifteen minutes or more. Do not sit and watch the whole time.

Ask: where would you put the end if you drew one?

Off the page: give a route in five turns and let them repeat it back.