



ACEMS

AUSTRALIAN RESEARCH COUNCIL CENTRE OF EXCELLENCE FOR
MATHEMATICAL AND STATISTICAL FRONTIERS

MAKING MAZES

MAKE A MAZE, AND HAVE A FRIEND SOLVE IT

MATHS:

- Solving and, in particular, creating a maze requires logical thinking and verification of consistency of proposed mazes. Adding in elements, such as time keeping, increase numerical skills.

NEEDED:

- Plastic sticks as long as the grid squares are wide
- Paper signs with "START" and "FINISH" written on them

RULES:

- One person lays the sticks down to make a maze, with a start and finish labelled on the edge of the grid (or inside the grid).
- The second person then tries to solve the maze by walking through it.

VARIATIONS:

- People take turns solving the maze, and time how long it takes each of them. Who is the quickest? What is the average time? (requires stopwatch)
- Form teams of 3 people, and the teams take turns building and solving the maze.