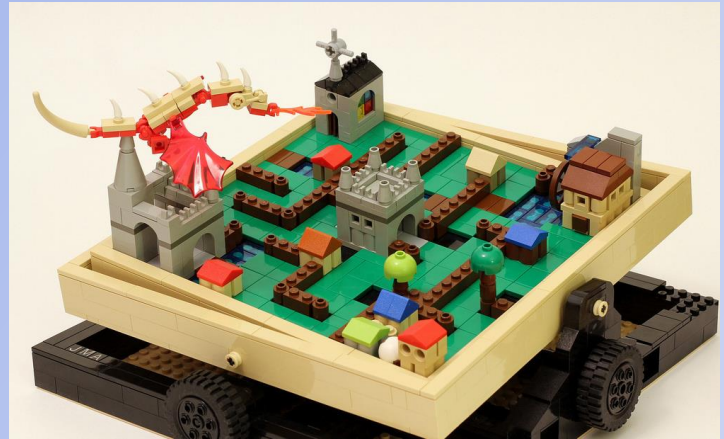


Lego Challenge: Amazing Mazes

Your Challenge!

Create a maze that a marble can run through including turns, tunnels, and dead ends to make the maze difficult to navigate. Try and make it as imaginative as possible, and don't forget about making the design look exciting



Engineering Goals:

- Emphasize the need for the maze to have a defined starting point and ending point. Make sure that you make a plan before they build, just like an engineer would!
- This about a theme you can use for your maze that will give it the WOW factor

Reflection Questions

What should I do first?

Is something confusing me?

Could I explain this to someone else?

Where can I look for help?

How can I do it better?

Planning during this challenge

1. Take a piece of graph paper
2. Draw the overall shape you would like your maze to be: round, square, a shape of a picture etc. on the graph paper
3. Leave one block open on both sides of the shape, to "BEGIN" and "END" (use an eraser to clear two blocks if need be)
4. Now start from the "Begin" block and draw the correct route to the "end" block, with a double line, making a few twist and turns through your shape to make it difficult. Don't press too hard, you may want to erase some lines later to create a challenge and you do not want to leave the traces behind.
5. Create a few other possible routes to choose from (fake routes) stemming from the beginning of the existing path, by erasing the lines of some blocks and making other paths that lead to dead ends near the "end" block.
6. Continue to create more fake routes out of the initial fake routes, erasing lines as necessary and adding additional dead-end paths as necessary.
7. Continue doing this until most of the graph paper have some form of path or lines on, adding individual straight lines where necessary.