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|  | A-maze-ing  Maze  STEAM  Challenge |  |

A **maze** is a network of paths. Mazes are usually designed as a puzzle through which something has to find their way. Most mazes also have a **start** and a **finish**.

The Design Process

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|  | Can you design, build, and test a maze that acts as a network of paths for a marble to move from the start to the finish? |
|  | After learning about mazes, **imagine** a maze that provides a network of paths for a marble. |
|  | Draw your **plan** directly on the base.  You will need:  A marble or very small ball, scissors  For the **base**: a cardboard box, shoe box, paper plate, poster board, Lego board (choose one)  For the **dividers**: folded paper, strips of cardboard, straws, Lego blocks, connecting blocks (choose one)  For the **adhesive**: glue, glue sticks, tape |
|  | Using the materials provided and your plan, **construct** your maze. Your maze should include a start and a finish and a **square**, **rectangle** and **triangle**.  Once your maze is constructed, carefully **test** it with your marble and see if acts properly as a network for paths. Observe and record how the marble responds. |
|  | Did your maze work? Can you **improve** it? Evaluate. Makes corrections if necessary. Share your invention with a friend. Ask friends for comments and suggestions. |

Ask a family member or a friend to help you capture maze in motion. Send your video via e-mail to me.