

## **Amazing Mazes Materials and Teaching Checklist**

Lesson Name: Introduction to Mazes Date to be taught: \_3/5\_ \_2013\_\_\_\_

## "I Can" Skills:

Last Time	This Time	Next time
None (1 <sup>st</sup> lesson)	Describe main characteristics of mazes	Identify maze complexities

## Before the Lesson:

**During the Lesson:** 

Lesson:		
Time		
(min)	I Say / Do	They Say / Do
15	<ul> <li>Introduce ourselves: Mr. B, and Mr. M         <ul> <li>Company, work/engineering, etc.</li> </ul> </li> <li>Ask the kids to introduce themselves         <ul> <li>Name</li> <li>Grade</li> <li>Like/dislike Math</li> <li>Like/dislike computers</li> <li>What doing on computer</li> <li>E.g. Facebook, games</li> </ul> </li> </ul>	- Introduce themselves
5	<ul> <li>Ask kids about experiences with mazes</li> <li>In games/computers</li> <li>In life (gardens, parks)</li> <li>In movies</li> </ul>	- Students describe experiences
15	<ul> <li>Watch Google Earth movie</li> <li>http://www.youtube.com/watch?v=         nKswNWNwBSo</li> <li>Stop before it shows path on 1:30:         Hatfield Park</li> <li>Ask kids to walk 1:57 (Somerlyton Hall)</li> </ul>	<ul> <li>Volunteer walks Hatfield Park</li> <li>Another volunteer walks Somerlyton Hall</li> <li>Another volunteer walks de Uithof</li> </ul>
	Time (min)	Time (min)  - Introduce ourselves: Mr. B, and Mr. M

		- Watch Minecraft maze	- Kids answer
	15	<ul> <li>http://www.youtube.com/watch?v=</li> <li>ZQOpNxkjh5c&amp;feature=player_em</li> <li>bedded</li> </ul>	
		<ul> <li>Ask kids what makes mazes easy or difficult to solve?</li> </ul>	
Activity 2		<ul> <li>Ask kids to identify reasons/characteristics</li> </ul>	
		• What's the difference between the maze experience in Google Earth and Minecraft?	
		<ul> <li>Explain "bird's eye" view vs.</li> <li>"inside maze" view</li> </ul>	
		If we have time:	Ask students to identify characteristics
	15	Start introduction to maze building	
Activity 3		<ul> <li>Run the maze builder in NetLogo (maze-maker-3.nlogo) and analyze some characteristics         <ul> <li>Number of turns ("curviness")</li> <li>Number of junctions</li> <li>Number of possible solutions</li> </ul> </li> </ul>	
		Preview of some ideas for building mazes	Students brainstorm on ways and advantages/disadvantages
Exit Tix			
		Remind students of our goals:	
D		Build mazes	
Dismiss		Create maze walkers  Teach maze walkers to "solve" (walk) the mazes effectively	

## Thumbnails lesson timeline:

- Introductions instructors
- Introductions students: name, grade, like computers? Why? Like math? Why?
- Kids experiences/stories with mazes?
- Video Google Earth
  - o "solve mazes" on board
  - o Bird's eye view
- Video Minecraft
  - o Inside view
  - o Maze complexity/difficulty
- If we have time
  - NetLogo MazeMaker maze complexity, characteristics
    - Path width, gap, curviness