

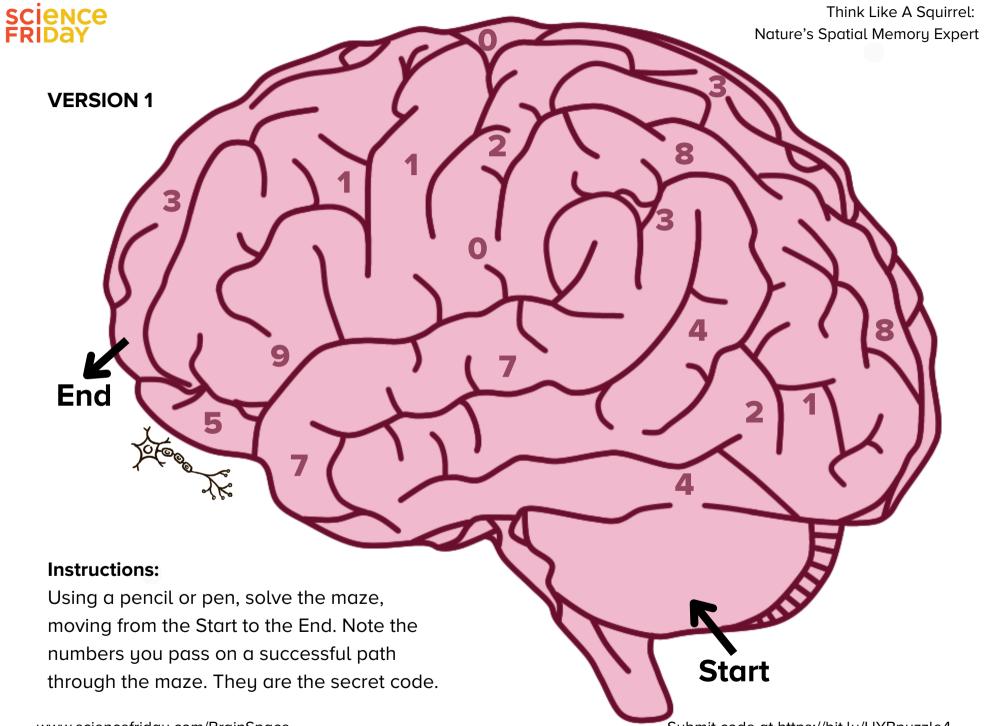
In this challenge, you will use your spatial memory to navigate a maze. There are three versions of the maze. For the first version, print out the maze and use a pencil or pen to solve it. Note the numbers you pass on a successful path through the maze and record them in order from Start to End. These numbers are the secret code.

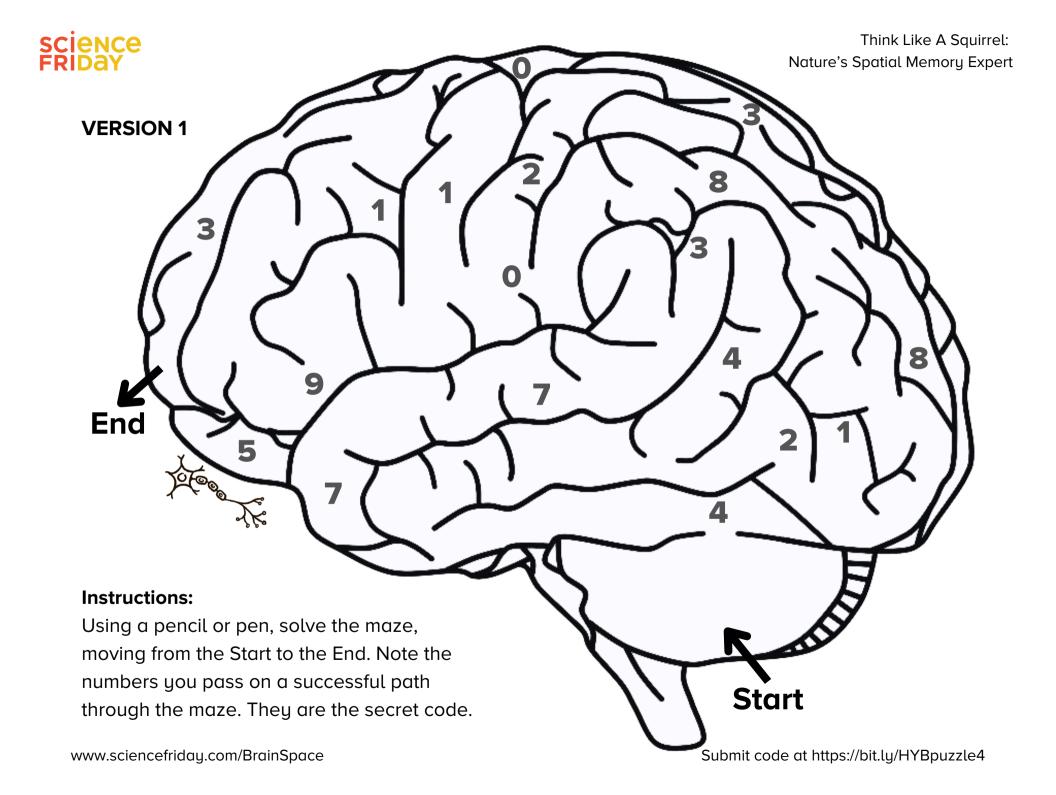
For a collaborative challenge, try the second version, where you and a friend must navigate the maze together. But there's a catch! Each player can only see half of the maze. You'll need to give each other directions and identify obstacles to figure out the right path. Just like in the first version, note the numbers you pass in order from Start to End, but in this version, you may not see all the numbers on your side of the maze.

You'll need to do a little bit of construction for version two. (Crafty fun!) Download and print the two sides of the maze. Attach each to opposite sides of a piece of thin scrap cardboard, like a cereal box. Connect two magnets on either side of the cardboard at the start of the maze.

Before starting the challenge, each person can view a complete copy of the maze for two minutes so that you have the opportunity to create a cognitive map. Next, each person will sit on their side of the maze and is not allowed to look at the other side during the challenge. Together, you and your friend must move the connected magnets through the maze, directing one another as needed to avoid obstacles.

There is also a third version that places a grid over the maze to make it easier for learners to direct movement. In this version, both players start at "E2" and take turns telling the other player where to move using the numbers and letters along the sides of the grid. It's a bit like the game Battleship, but with brains.



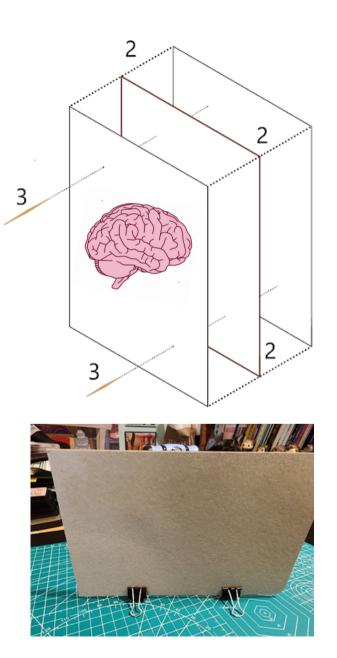




VERSION 2 and 3

Construction:

- 1. Print out both brain images on copy paper.
- 2. Place the the images on a sturdy surface like thin cardboard so that each side has one image. A cereal or cracker box works well. Use glue or tape to attach the mazes.
- 3. If needed, use pins, a toothpick or a paperclip to poke through the dots from one side to the other to align the images. If using precut cardboard this may not be necessary.
- 4. Optionally, create feet with small binder clips to that the maze can stand on its own.
- 5. Place two magnets opposite one another on either side of the cardboard at the "Start" of the maze. They should attract to each other through the cardboard. If they repel, try placing a paperclip under the magnet on one side. The magnets must stay connected throughout the challenge.
- 6. To help learners give directions to one another, use the gridded version of the maze.



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