

The labyrinth

Purpose

That the students train their cooperation skills while experiencing how there is a need for everyone in the class.

Description

- Draw a square with chalk on the floor and divide it into smaller squares, e.g. 6x6 fields. Each field must be large enough for a person to stand in it. This is now the maze.
- Draw a square on your own paper with the same number of squares as the square on the floor. Draw a route through the square (the maze). The route you draw on paper is the route that the students must find.
- Students must now find the route through the maze. There can only be one student in the maze at a time. The first student enters the maze, and must move forward one field at a time. You can move forward, to the right, to the left, obliquely to the right and obliquely to the left (i.e. not backwards).
- Say “yes” when the student steps on a correct field and “no” when the student steps on a wrong field. If the student steps on a correct field, the student may continue. When the student steps on a wrong field, the student has to take the route back out of the maze, and a new student starts in the starting field following the route to where the previous student stepped on a wrong field. The new student in the maze must now try to advance in the maze.
- Students are not allowed to talk to each other at any time. They must help each other through the labyrinth without oral communication. They are allowed to point, but they cannot touch the maze or put things in the maze to show the route.
- When they step on a right field, they get 5 points. When they step on a wrong field, they get -1 points. When they get all the way through the maze, they get 10 points.
- Once a student has reached the finish line, and thus found the route through the maze, all students must go through the maze. They must go through the maze two by two, and they cannot get help from others. Therefore, it is important for all students to pay attention when the route through the maze is found, because all students have to go through it eventually.
- Let the students a tactical meeting of 1 minute before the activity starts so they can make a plan for how to help each other remember the route in the maze and help each other through.
- You can add an academic angle (possibly as a conclusion to a theme), by having academic questions along the way in the fields where the students get points for answering the questions correctly.



Practical

All rights reserved. Reproduction of the material without Ventilens written consent is not permitted according to applicable Danish copyright law, © 2017 Ventilen Danmark

- Time consumption: If you make a maze of 6x6 fields (36 fields in total) the exercise will take approximately 30 minutes. If you want to shorten the exercise, you can reduce the number of possible directions (eg that you can only go straight ahead and to the sides, but not obliquely forward) or you can reveal the start and finish fields.
- Requirements: The room must be large enough for a maze to be drawn on the floor.
- Preparation: The maze must be drawn before the beginning of the class. Use masking tape or chalk to draw the maze.

Tip!

You can divide the class into two teams that compete against each other. However, it requires two teachers (alternatively a teacher and a student) standing each their own maze facilitating the exercise. If you do it as a competition between two teams, it may be a good idea to compete on time, that is, who gets through the fastest, instead of on points.

Below is an example of a route through the maze.

