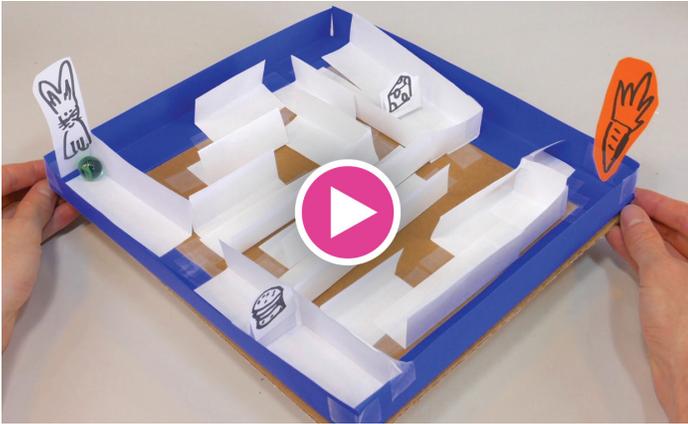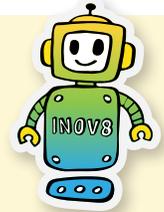# galileo

ONCE UPON A MAZE

Scan to Watch on Your Phone!

A character, a goal, and obstacles in the way—All the elements of a good story combined with the fun and challenge of a tilting marble maze. It's easy to build, but you'll need to test and **REFLECT** often to make sure your hero can make it to the end.

WATCH HOW IT WORKS HERE:
YOUTU.BE/LIJYEIHIV4Q

MATERIALS LIST

- Scissors
- Tape
- Colored markers
- 1 marble
- 12x12 cardboard
- 3 sheets of astrobright colored paper
- 12x12 cardstock sheet (for the edges)

ACTIVITY STEPS:

1. **Think of a story and make small sketches of the main character, something it wants, and at least two things it doesn't want.**

   - Ask: Who is the main character in your story? What do they want and what do they not want?

2. **Build paper walls to keep the marble on the cardboard maze. (1:29)**

3. **Start building a path from the character to their goal—You may want to have younger kids just focus on the walls and save the marble traps as a step-it-up extension once their walls are done. (2:50)**

4. **Test early and redesign as needed.**

   - Support being reflective: If kids are having a hard time troubleshooting, observe with them and ask guiding questions to help them notice where the maze isn't working.
   - Ask: Where is the marble getting stuck/falling out?
   - Ask: How can you make the maze easier/more fun and challenging?

5. **Create marble traps. (3:56)**

6. **Fill up the whole maze with paths.**

LEARN MORE AT GALILEO-CAMPS.COM.

MORE IDEAS

Every project presents opportunities to add your own twists or extensions. Here are some ideas to get you started:

- Add more detail to your story! Create scenery and other characters to bring your story to life.
- Invent your own marble maze features, such as ramps and tunnels!
- Too complicated or taking too long? Omit the marble traps and focus on getting the marble from the character to their goal!

WRAP UP QUESTIONS

Lock in the learning by asking kids these questions about their project and how they practiced the Innovator's Mindset:

- What part of your maze are you most proud about? Why?
- How were you **reflective** when making the maze? What are some of the things you noticed when you tested? Did you find any problems and think of ways to solve them?
- What are some things you redesigned to make the maze more fun and challenging?