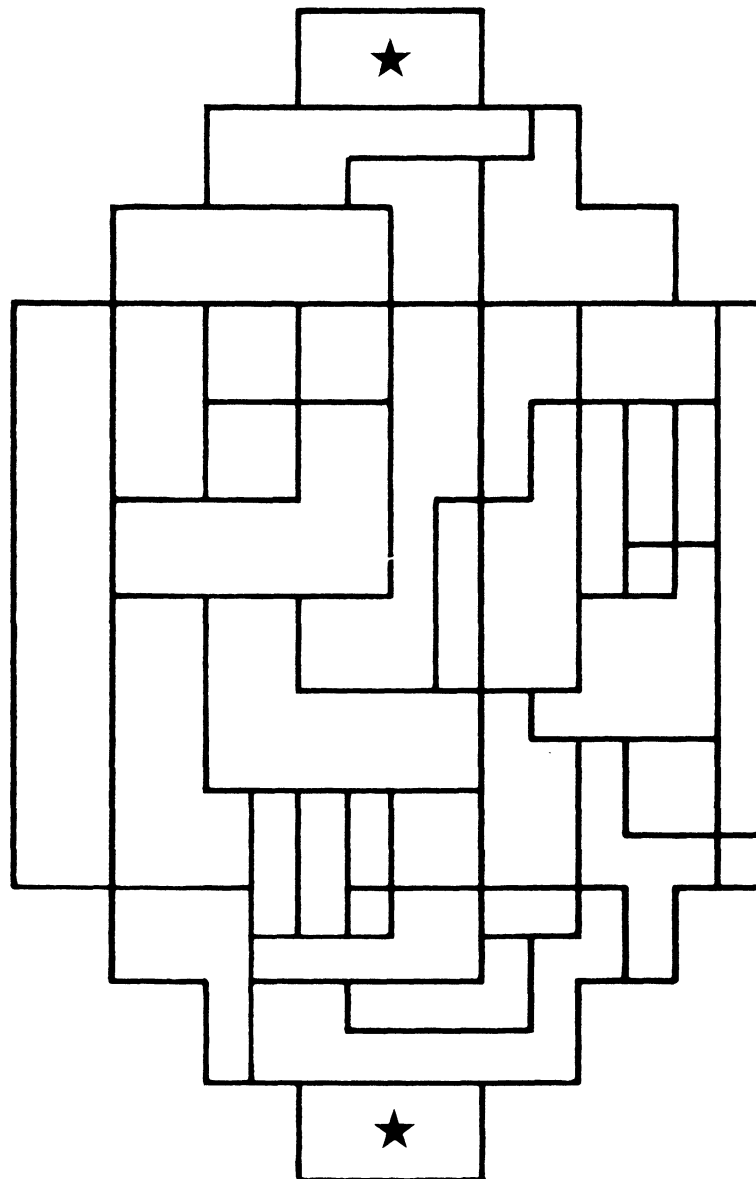


MATH MAZES



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* Easier mazes (approximately 15 minutes or less)

Introduction

This set was formulated to be a tool to effectively promote reasoning and problem-solving skills within the classroom. With this material, students are forced to look at math in another light. Trying, testing, reasoning, and rethinking become part of skill development.

Educators are changing their focus from memorization and drill to adaptability, flexibility, and analysis. This focus will carry students to an even higher level of learning.

In utilizing this set, students are given a problem (maze) to solve. Typically in the past, students were asked to add up $25¢ + 35¢ + 40¢$ —a rote drill activity with minimal thinking involved. But by giving students a maze requiring collection of a specific sum, they are forced to analyze, reason, and use number sense to complete the task.

This set has:

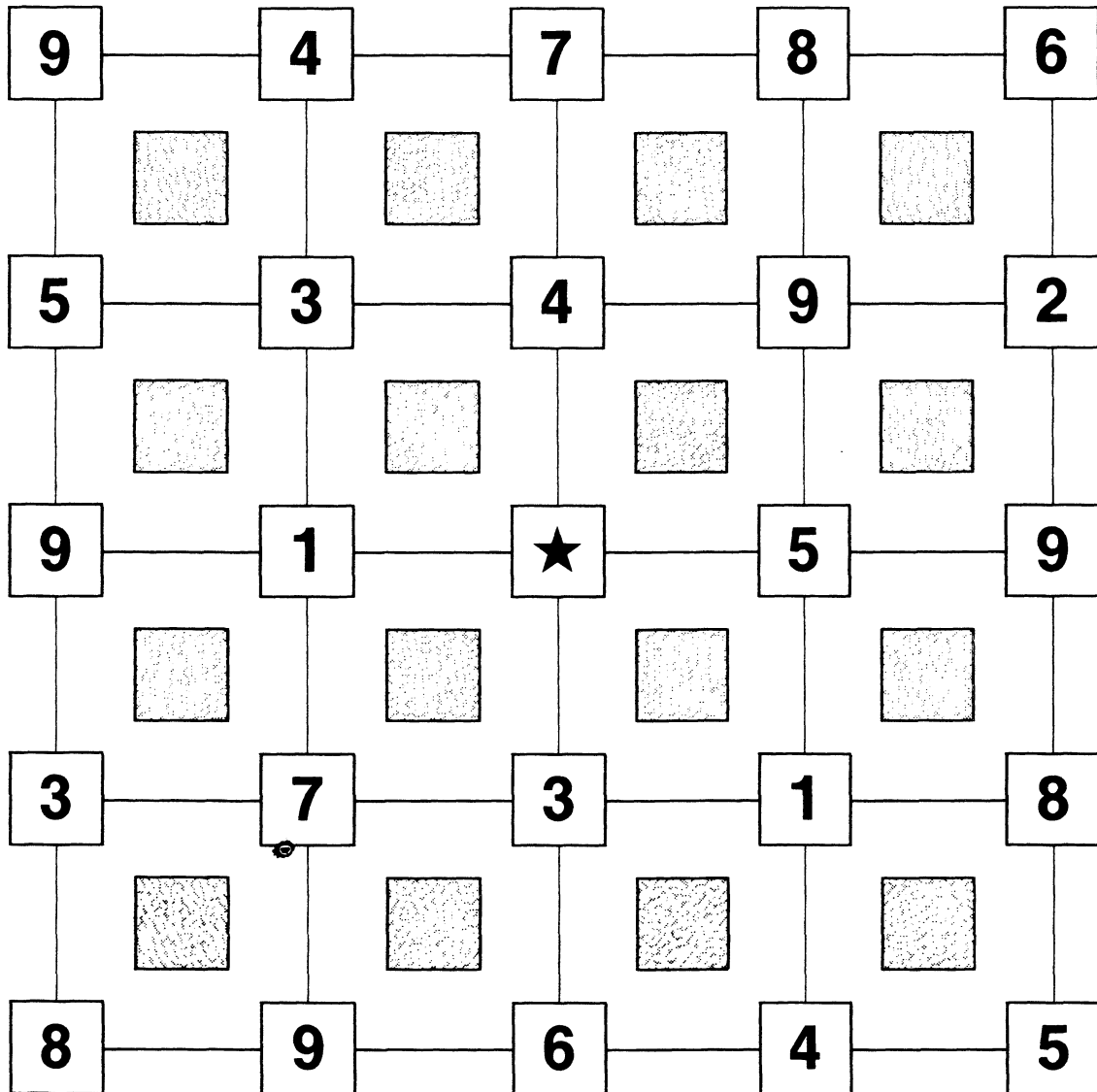
- one sheet of self-contained activities that promote reasoning and problem-solving development
- material correlated with topics (for example, decimals—decimal maze) found in textbooks
- application with remedial to advanced students
- the advantage of being quickly available for a specific time, extra time, as openers, for enrichment, contests, problems of the day, etc.

Advanced students enjoy the challenge of these mazes. However, remedial students may become frustrated. To continue their interest and lead remedial students to a successful outcome, it may become necessary to give them helpful hints or show them the start to a correct path.

This resource is a must. Education is incomplete if drill is the only learning tool used. Teaching students to analyze, reason, and solve problems is a desirable goal of education.

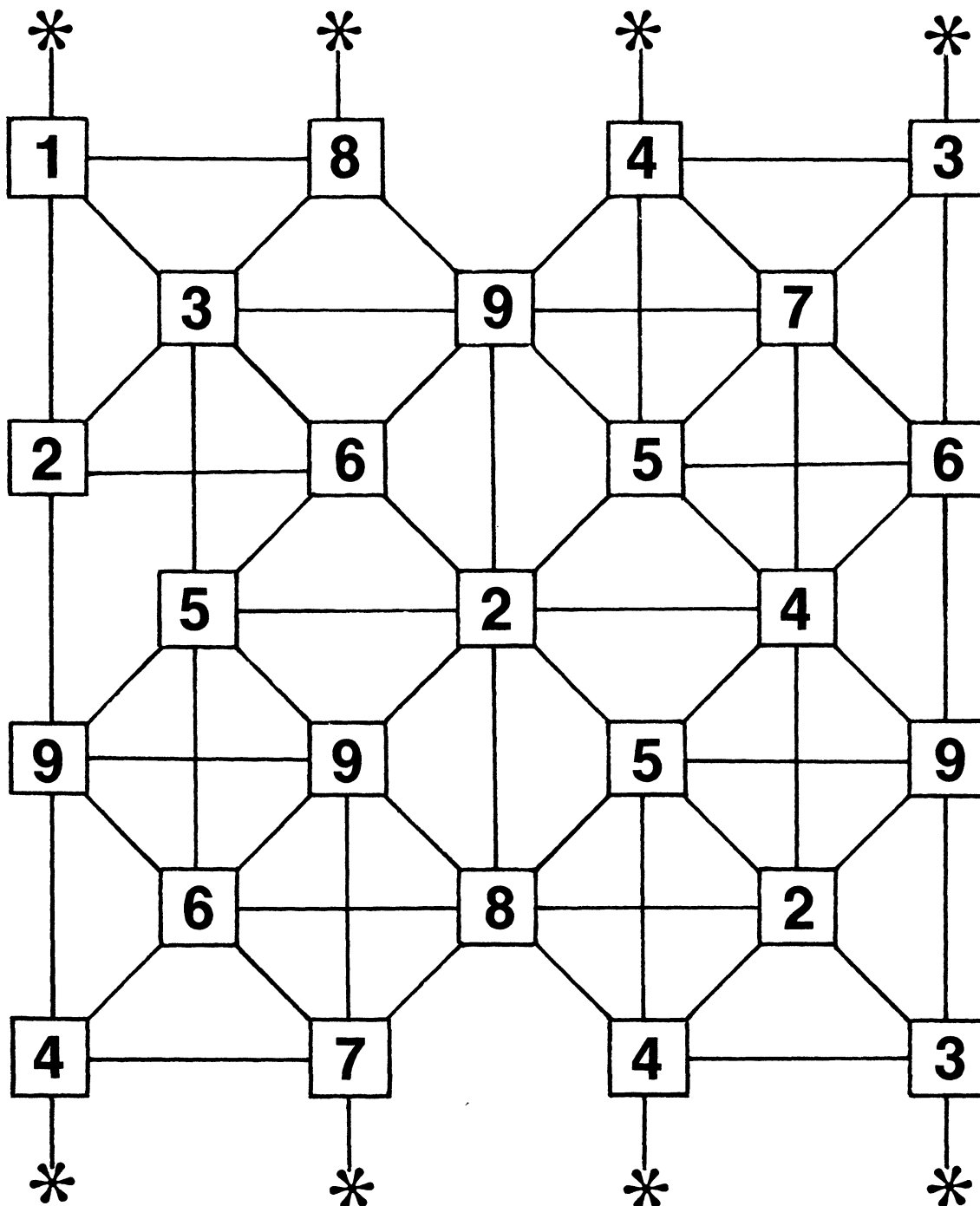
“50” Maze

Starting and ending at the star, move along any line in such a way that you accumulate a total of 50. (Note: you may not cut diagonally across squares or use a path more than once.)



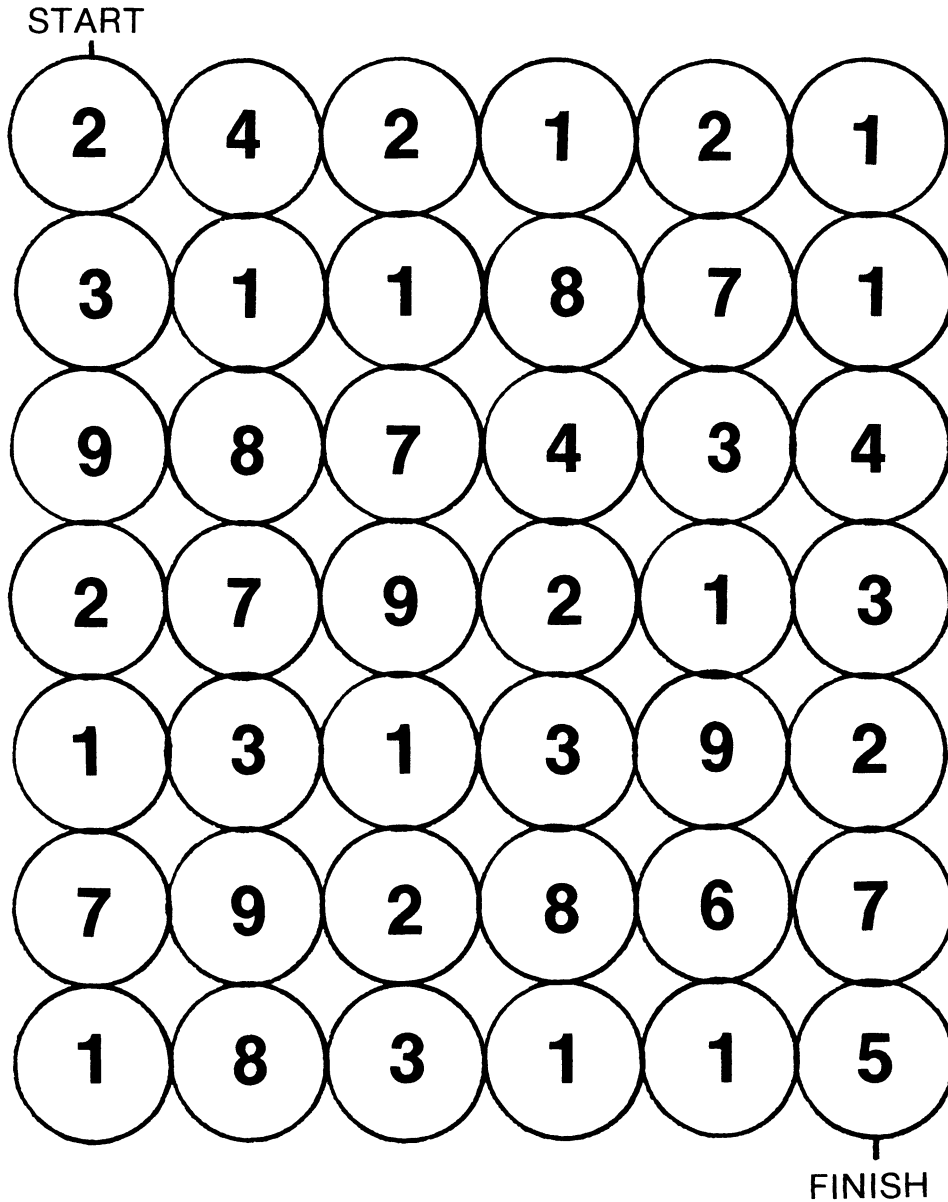
Even and Odd Maze

Begin at a star, pass through all the numbers, and finish at a star. The path you choose must alternate between odd and even or even and odd numbers (e.g., 3-2-7-6, etc., or 4-3-6-7, etc.). No path or number can be used more than once.



Circle Maze

Start at the indicated 2 on the top row and move to the 5 on the bottom row. Find a path whose sum is 40. You may only move horizontally or vertically and advance to a circle touching the previous circle.



Counting Maze

Move from the top row to the bottom, so that the sequence 1 to 5 is repeated four times (1-2-3-4-5-1-2-3-4-5-1-2-3-4-5-1-2-3-4-5). Horizontal, vertical, or diagonal moves are allowed, but no number may be used more than once.

START

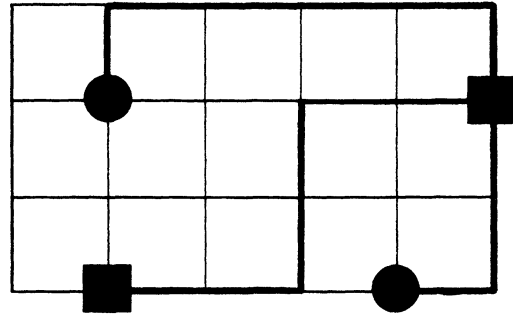
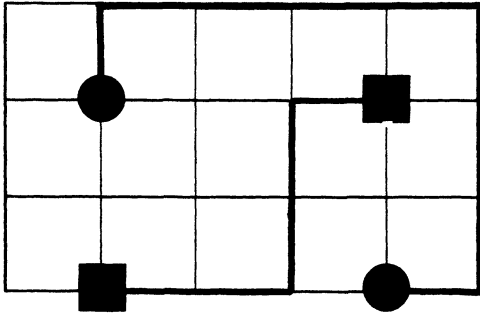
5	2	3	1	1	1	2	3	2	1
3	2	2	4	2	3	4	4	2	3
4	3	4	3	5	1	2	5	1	2
4	5	5	1	2	4	1	4	5	3
5	1	2	3	4	5	2	2	3	4
3	5	4	5	3	3	4	1	1	5
5	4	3	2	4	5	4	2	5	1
1	4	5	2	1	2	3	3	3	2
5	1	1	2	5	4	4	5	4	3
4	2	3	3	5	2	5	2	1	2
3	1	3	2	1	3	4	3	3	1
5	4	3	1	3	5	5	2	5	2

FINISH

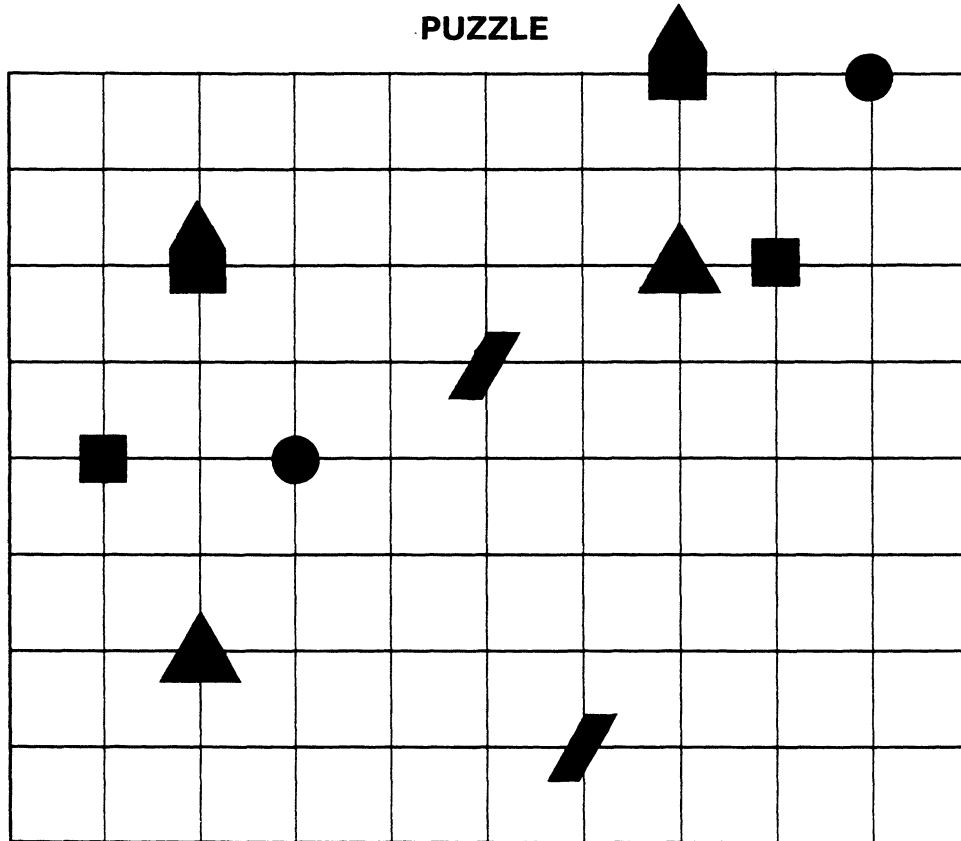
Shape Maze

Find a path along the lines connecting one circle to the other circle, one triangle to the other triangle, one square to the other square, etc. No paths may cross or touch each other—not even at one point!

Examples:



PUZZLE



Route 55 Maze

Move from the start to the finish, collecting a total of 55. All moves must be either horizontal or vertical; no square can be used more than once.

START

							*							
4	1	6	4	8	4	5								
8	9	9	7	9	5	9								
3	4	1	5	4	8	4								
9	6	3	2	8	1	5								
3	8	9	7	6	8	4								
2	9	7	8	5	7	8								
5	2	5	3	9	4	9								
							*							

