



# Maze Design Activity

1 of 7

## Teacher Notes and Curriculum Information

Links to The Northern Ireland Primary Curriculum.

### Language and Literacy:

By encouraging children to talk and write about their own design and respond to that of others using appropriate language.

### Mathematics and Numeracy:

By exploring shape and space, position and movement.

By exploring different ways of solving problems by exploring shape and patterns occurring in the environment.

### The World Around Us:

By encouraging children to represent their learning visually.

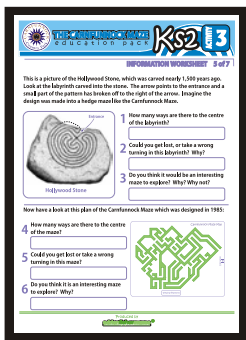
Look at and talk about the work of designers and craft workers from other cultures. Use their appreciation to stimulate personal ideas and engage with informed art making.

Develop their understanding of the visual elements of shape and space to communicate their ideas.

Evaluate their own and others' work and how it was made, explain and share their ideas, discuss difficulties and review and modify work to find solutions.

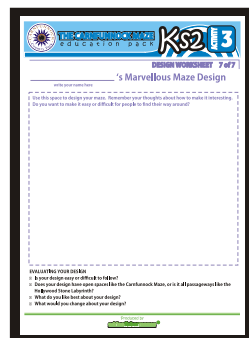
### The Arts:

By observing, recording and representing their work through art and design.

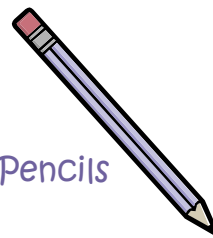


Photocopies of Maze Design information sheet.

Photocopies of Marvellous Maze Design work/evaluation sheet



Pencils



## RESOURCES



Rough paper for drafting.

This activity is designed as a simple introduction to maze design. It could equally be used as a springboard for more detailed investigation into the origin and religious significance of early mazes. A good starting point for maze investigation by teachers is: [www.labyrinthos.net](http://www.labyrinthos.net). The Adrian Fisher Mazes website [www.mazemaker.com](http://www.mazemaker.com) has more information, a children's section and links to other sites of interest.



# Maze Design Activity 2 of 7

## Class and Group Work:

The Hollywood Stone is the earliest known example of the labyrinth symbol to be found in Ireland. It is a 73 cm diameter boulder, which was discovered in 1908 at Lockstown, near Hollywood in County Wicklow by a group of men chasing a stoat. It has been identified as having been of Neolithic or early Bronze Age origin.

### Step One

Look at the Maze Design information sheet. Discuss the Hollywood Stone and elicit any ideas the children may have as to why it was carved in the first place.

### Step Two

Use the questions to discuss the construction of the maze.

### Step Three

Feedback the children's ideas onto the board.

The Carnfunnock Maze is based on the winning idea in a competition organised in 1985. It is in the shape of Northern Ireland and has seven central spaces, one for each county and one for Lough Neagh. If the map of the maze looks a bit odd, it is because the shape of Northern Ireland is actually upside-down, if you look at it from the viewing platform.

### Step Four

Continue the discussion and feedback, moving on to the Carnfunnock Maze.



# Maze Design Activity 3 of 7

## Step Five

Discuss how the children would design a maze. Guide the conversation to identify the most important aspect of the maze for the children.

---

## Step Six

Brain storm ideas onto the board.

---

## Individual or Pair Work:

---

### Step One

Brain storm design ideas onto the board.

---

### Step Two

Children to use rough paper for their first design(s). Once they are happy with their design, use the Marvellous Maze Design sheet to draw it or, if you have a suitable graphics programme, design one on the computer.

---

### Step Three

Once they have designed their mazes, ask them to evaluate each other's mazes, concentrating on constructive suggestions.

---



# Maze Design Activity 4 of 7

---

Further Suggestions:

## Step One

In pairs or small groups, the children could design part of a maze, for example an open space within the whole and then the designs could be joined up to create a class maze.

---

## Step Two

The children could create larger scale, illustrated and coloured display pictures of their mazes.

---

## Step Three

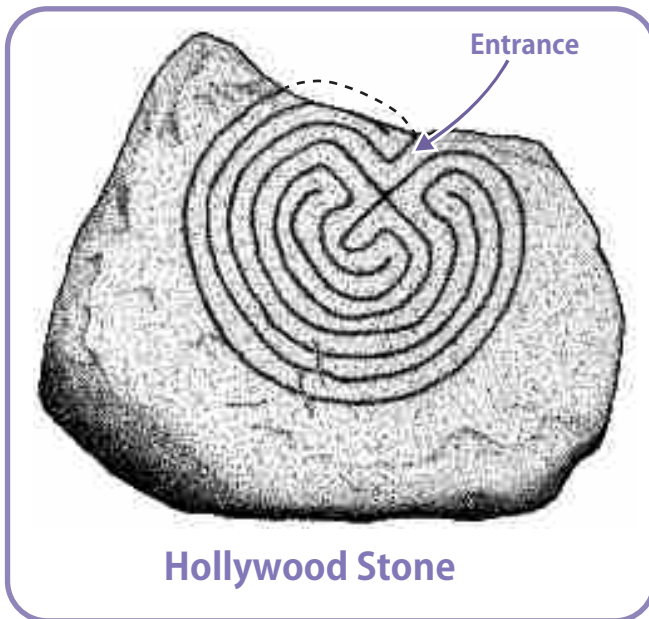
Whiz kids could look at the challenges of drawing a 3D maze. Would it be possible, for people to move up and down and how would they do this? i.e a plan view showing symbols for bridges that could be passed over and under.

---

---

**INFORMATION WORKSHEET 5 of 7**

This is a picture of the Hollywood Stone, which was carved nearly 1,500 years ago. Look at the labyrinth carved into the stone. The arrow points to the entrance and a small part of the pattern has broken off to the right of the arrow. Imagine the design was made into a hedge maze like the Carnfunnock Maze.



**1** How many ways are there to the centre of the labyrinth?

**2** Could you get lost, or take a wrong turning in this labyrinth? Why?

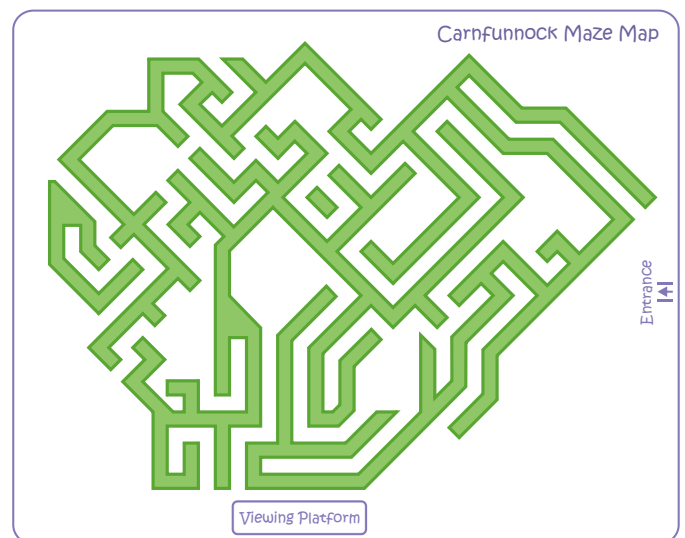
**3** Do you think it would be an interesting maze to explore? Why? Why not?

Now have a look at this plan of the Carnfunnock Maze which was designed in 1985:

**4** How many ways are there to the centre of the maze?

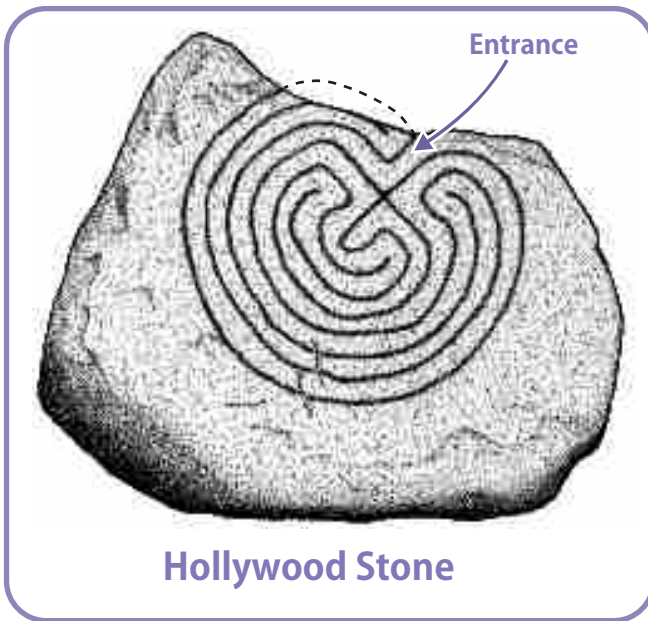
**5** Could you get lost or take a wrong turning in this maze?

**6** Do you think it is an interesting maze to explore? Why?



# TEACHER ANSWER SHEET

6 of 7



Hollywood Stone

1 How many ways are there to the centre of the labyrinth?

1

2 Could you get lost, or take a wrong turning in this labyrinth? Why?

No, only one way you can go.

3 Do you think it would be an interesting maze to explore? Why? Why not?

Not really as no chance to take wrong direction.

Now have a look at this plan of the Carnfunnock Maze which was designed in 1985:

4 How many ways are there to the centre of the maze?

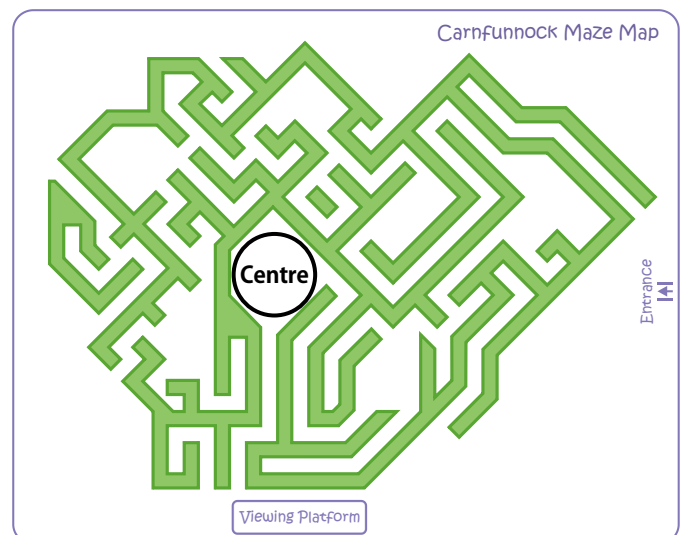
2

5 Could you get lost or take a wrong turning in this maze?

Yes

6 Do you think it is an interesting maze to explore? Why?

Yes, there are lots of dead ends and wrong turns.





## \_\_\_\_\_ 's Marvellous Maze Design

write your name here

Use this space to design your maze. Remember your thoughts about how to make it interesting.  
Do you want to make it easy or difficult for people to find their way around?

### EVALUATING YOUR DESIGN

Is your design easy or difficult to follow?

Does your design have open spaces like the Carnfunnock Maze, or is it all passageways like the Hollywood Stone Labyrinth?

What do you like best about your design?

What would you change about your design?