

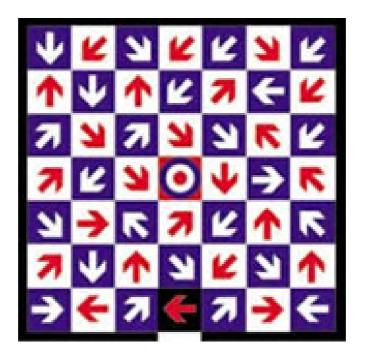
## **Archery Maze**

## How to play:

Starting at the arrow in the black square, find your way to the central target. Move any distance in the direction indicated. Whenever you stop, change direction as indicated by the arrow on which you land.

Note this is a very difficult maze as there are 20 moves in the correct path!

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Below there are two activities for pupils. First one, it is a copy of archery maze that children can colour and solve. Second one, preferably for working in pairs, it is a fun play to design their own maze and then give it to another group to solve and colour.

Name: \_\_\_\_\_



## How to play:

Starting at the arrow in the black square, find your way to the central target. Move any distance in the direction indicated. Whenever you stop, change direction as indicated by the arrow on which you land.

Have fun!

Names: \_\_\_\_\_



In the space below, design your own maze. Set the START point(must be on the edge of the maze) and the END point. Draw a main path, or solution route, from the END square to the START point in the maze. Next step is to fill in the rest of squares with arrows pointing at different directions. Is there more than one solution?

Have fun!

