



Short Activity
Ages 3–5
10–20 minutes

Shape Maze

Description

Participants attempt to make their way through a shape maze in this fun activity that can be played outdoors or indoors

Space Considerations

A large space where you can draw or tape 20+ large shapes for participants to step on

Competencies

- Body awareness
- Classification skills
- Following directions
- Understanding shapes

Materials

- Chalk (for outdoor game)
- Tape (for indoor game)

Preparation

- For an outdoor activity:
 - Use chalk to draw a variety of shapes in rows and columns. We recommend using four shapes for this age group: circle, square, triangle and heart. You may add more shapes or incorporate a variety of colours to make the game more challenging.
 - Draw a shape in each row, mixing up their column locations. You can use as many rows as desired. We recommend between 6 and 20 rows.

- For an indoor activity:
 - Use tape (or any suitable alternative for your floor) to add shapes to the floor

Implementation

There are many ways to adapt this game to suit the age level of your participants. Here are a few.

Maze:

1. Ask participants to start at the beginning of the maze.
2. Announce the first shape.
3. One by one, participants should make their way through the maze by advancing one row at a time and stepping on the shape in each row. For example, the instruction would be, "Get to the end of the maze by stepping on the circle in each row."
4. At the end of the maze, participants can move back to the starting position to repeat the activity with a new shape.
5. To add difficulty to this game, include more shapes in each row and consider varying the colours as well. For example, encourage participants to move through the maze by stepping on all the blue circles until they reach the end.

Find the Shape:

1. Instead of playing this as a maze, call out a shape and participants must find and move to one of those shapes. This means multiple participants can play at once. For example, the instruction would be, "Everyone move to a circle."
2. Then, call the next shape, speeding up the commands if appropriate for the age group of your participants.
3. In this version, the shapes do not have to be in a grid with straight rows and columns.

Build Your Own Maze:

1. You can also allow participants to create their own miniature maze, using chalk or tape and working in teams or individually. Be sure to teach participants how to draw the shapes before starting!

Accessibility Considerations

- For participants who are deaf or hard of hearing: Print the commands in large font and hold up the commands for participants to follow. For example, the command could be "Get to the end by stepping on all the **CIRCLES**" or "Find a **BLUE CIRCLE** to move to." For younger children who may not be reading yet, consider holding up a picture of the shape that the children should move to. You can demonstrate the action of moving to the shape so they can follow along until they grasp the concept.
- Participants in wheelchairs can participate in this game. Ensure the shapes are large enough for participants to move to in their wheelchairs.

Book Suggestions

Boxitects by Kim Smith

The Button Book by Sally Nicholls

Soaked by Abi Cushman

Rad by Anne Bustard

David Jumps In by Alan Woo

Templates and Images



Image from *Creative Family Fun* (creativefamilyfun.net)