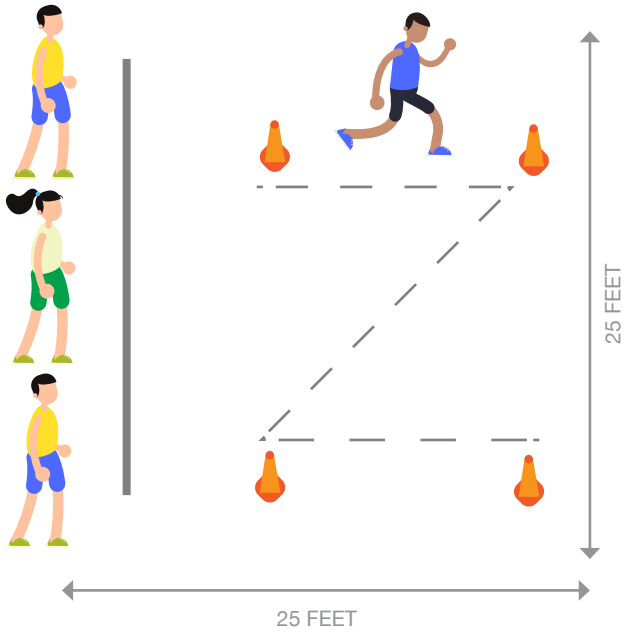
AsphaltGreen REP
RECESS ENHANCEMENT PROGRAM

THE MAZE



READY

EQUIPMENT:
CONES OR TAPE

SET-UP:
PLAYERS FORM A LINE

NUMBER OF PLAYERS: 2+

TIME: 10 MINUTES +

EXPLAIN

1. Players line up standing 6 feet away from each other. The facilitator will set up cones in a square grid.
2. The cones have a secret maze, and the facilitator knows the pathway through.
3. The first player in line has to make his or her way from the start cone to the end cone.
4. If the player makes a wrong move, he or she needs to do five jumping jacks and go to the end of the line. Then, the next person in line goes.
5. Continue until someone makes it to the end cone, then start a new round with a new maze.

✓ For Understanding:

- *Where do players have to go?*
- *If a player makes a wrong move, where does he or she go?*

GAME TIP:

- Have different players come up with the secret maze each round.

CONFLICT RESOLUTION TIP:

- Encourage students to help each other solve the maze.

PLAY → REP IT OUT!

- **EASY:** Have a race with two grids.
- **MEDIUM:** Have a time limit.
- **HARD:** Have two mazes on one grid.

CATEGORY:
BEGINNER

ENVIRONMENT:
AUDITORIUM,
CAFETERIA,
CLASSROOM,
GYMNASIUM,
HALLWAY,
LIBRARY,
PLAYGROUND

GRADES:
K–8

FITNESS FOCUS:

BACK-UP GAMES:
ANIMAL FARM
HIDING NEMO
HIGH WIRE