

Mystery Pathways

Arrange polyspots (or substitutes) in four rows of five. Using the grids included here, make a pattern and map out a course. (one is included for your use, but feel free to use the blank grid to make your own depending on the challenge/ability level of your students).

Remember the sheets must be opaque so the group cannot see the path you have mapped out.

The group stands across in a line on one side of the polyspot grid you laid out. One at a time, group members take turns trying to find the way through the path by taking a single step onto a polyspot. Students may step forward, left, or right, but not backwards or diagonally (unless you decide to change the rules ☺). The leader gives the thumbs up or thumbs down indicating if the step they made is correct or not. If not, that team member must retrace his/her steps and go to the end of the line. If the step is correct, then that person takes another step and waits for the thumbs up (correct) or thumbs down (incorrect). The student then either takes another step or exits the grid. Team members are encouraged to help each other, as the whole team must make it through the maze.

Feel free to customize the experience to the needs of the group. One way to do this is to provide a scenario suitable for the issues of the group or make the grid larger and make a path that has more turns. You can also come up with interesting scenarios related to social, behavioral or academic issues.

Mystery Pathways-Grid for Grades 1-3



Mystery Pathways- Simple Grid for Grades 1-3

