



Maze

Guide

What

Our Maze game presents pupils with some of hundreds of hypothetical situations they could come across any day in school and asks them to consider what the best, kindest, and most emotionally healthy response would be.

Why

Using this activity demonstrates that there is always more than one way to act and that by thinking about how they are feeling and taking time to reflect - they can always choose the right action.

When

You could use this as a fun activity at the end of any intervention to embed thoughtful behaviour and reflectiveness. Additionally, it makes a fantastic extension task after independent or guided reading.

Learner Activity

With disruptive pupils, you can use this part of the program to help them understand their actions have consequences and explore other things they could have done about it. This activity also makes opening conversations about repeated behaviour easier with relatable situations and presentation of choice.

Class Activity

The Maze game makes a thoughtful plenary to a lesson with pupils taking turns to answer the questions and then discussing it with the rest of the class.

Using it in an intervention group provides opportunities to share feelings and perspectives in a non-confrontation way through teamwork.

