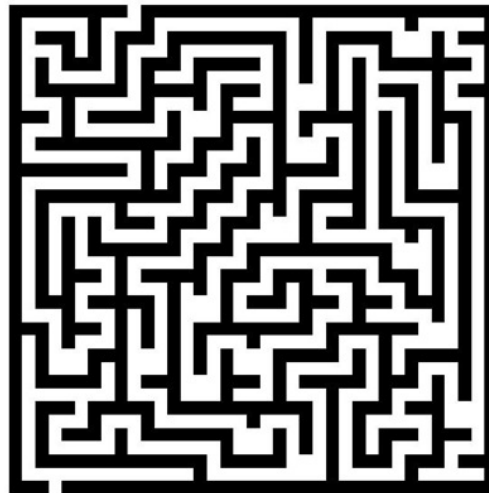


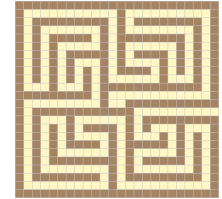
Drawing your own mazes

Art in Maths

Thursday 4th June 2020



Mazes



According to one definition, **mazes** have many **branching** paths, with only one path leading to the **centre** or **exit**.

Some of the earliest mazes (and labyrinths) we know of were found in **Egypt** and in **Crete**, dating back over 4000 years!

Mazes are still very popular today, with many large ones found in the grounds of parks and stately homes.

Mazes



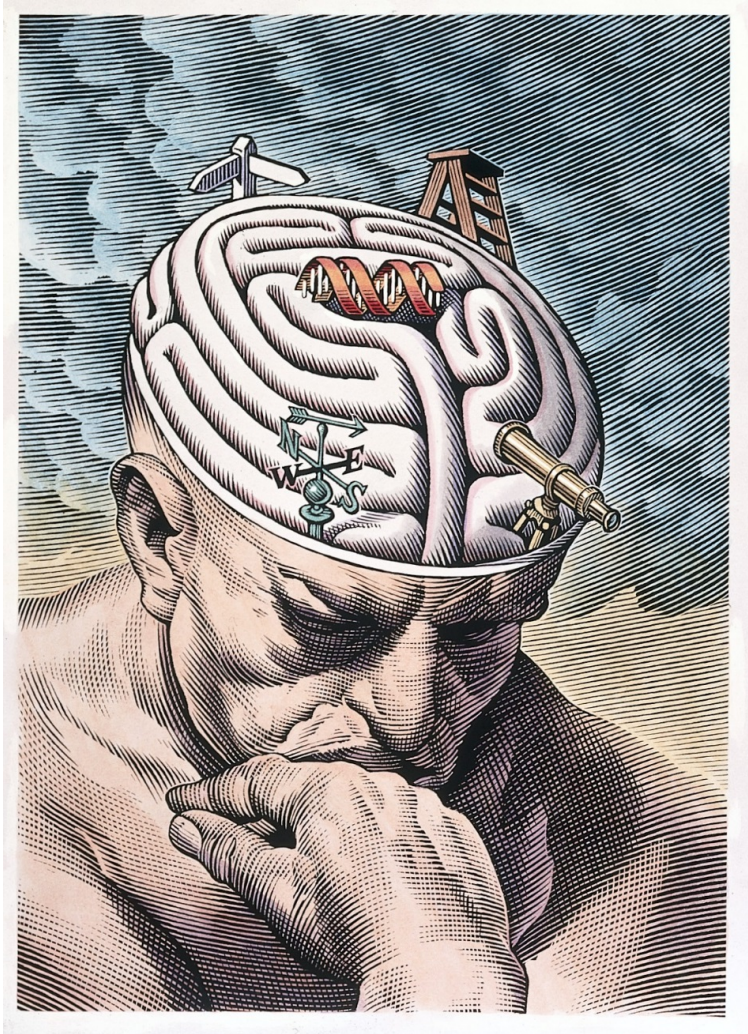
A prehistoric petroglyph near [Hemet](#), Riverside County, California

Mazes



Roman mosaic of Theseus and the Minotaur, Salzburg

Mazes



[Thinker's brain as a maze of choices](#), by Bill Sanderson

Mazes



by Andrew Bernhardt
5-27-1982

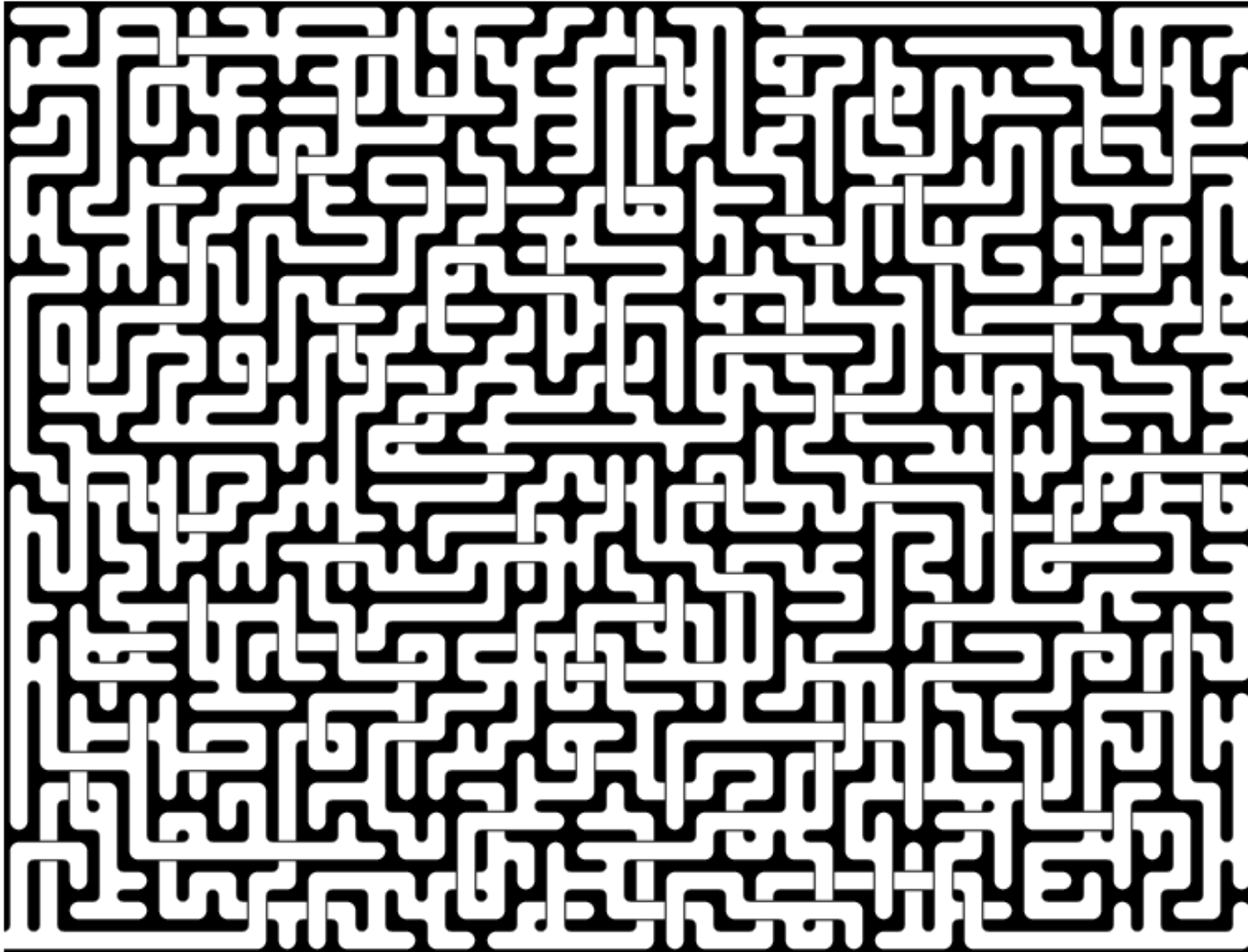
Big Burger Maze, by Andrew Bernhardt

Mazes



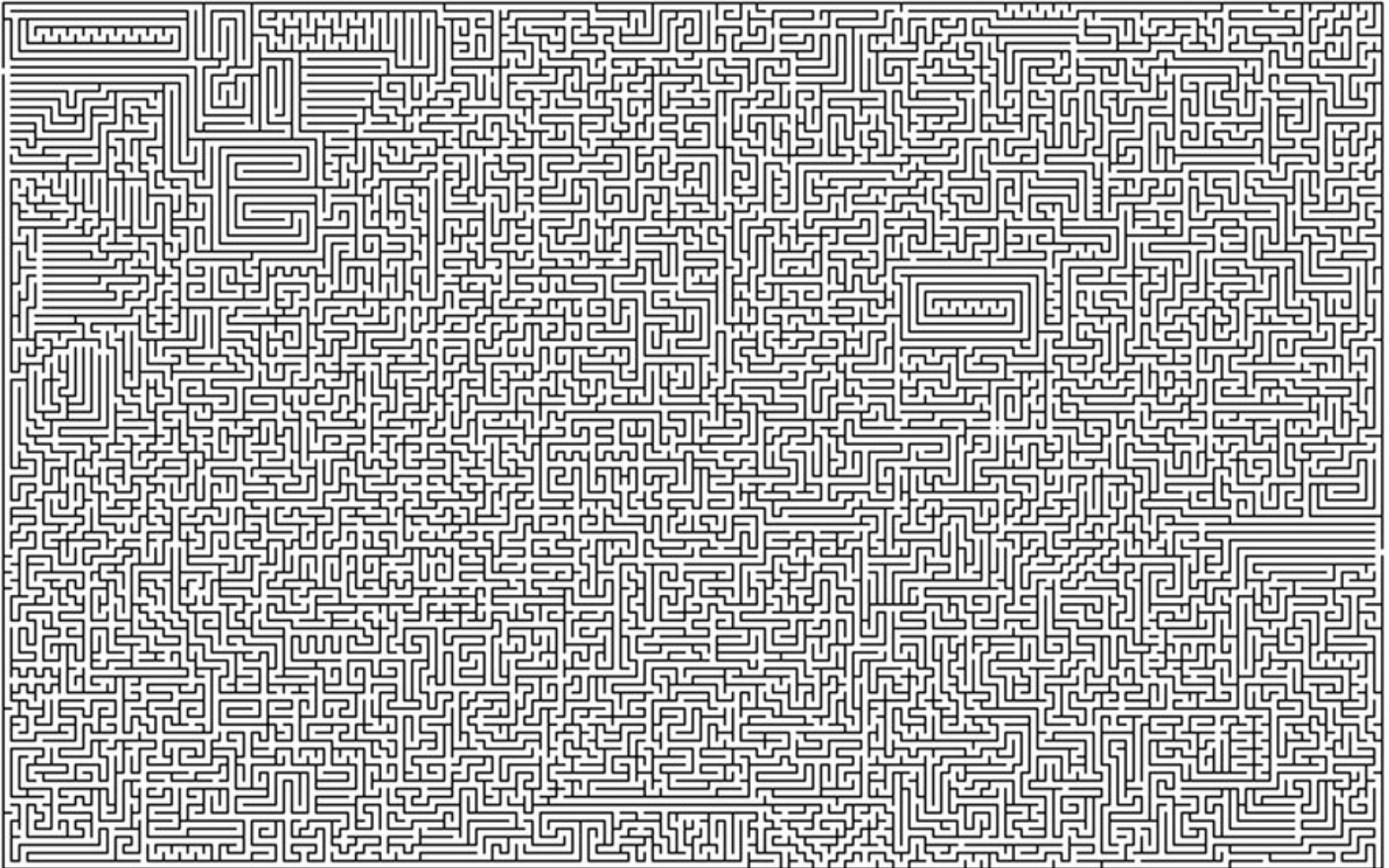
Maze of 250,000 books, South Bank Centre, 2012

Mazes



[Computer generated maze](#), Stephen D Collins

Mazes



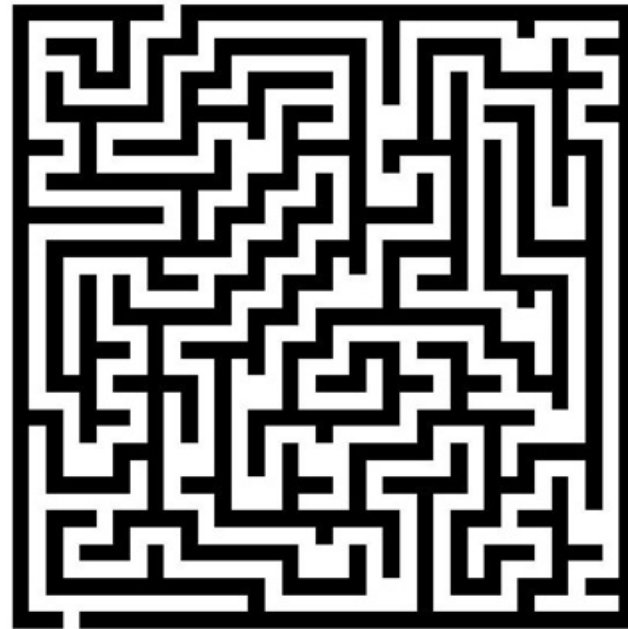
[Supermaze](#), by TGF Writer

Drawing a branching maze

You will need:

- some squared paper, or to create squares on paper.
- a pencil
- a good rubber
- and a ruler.

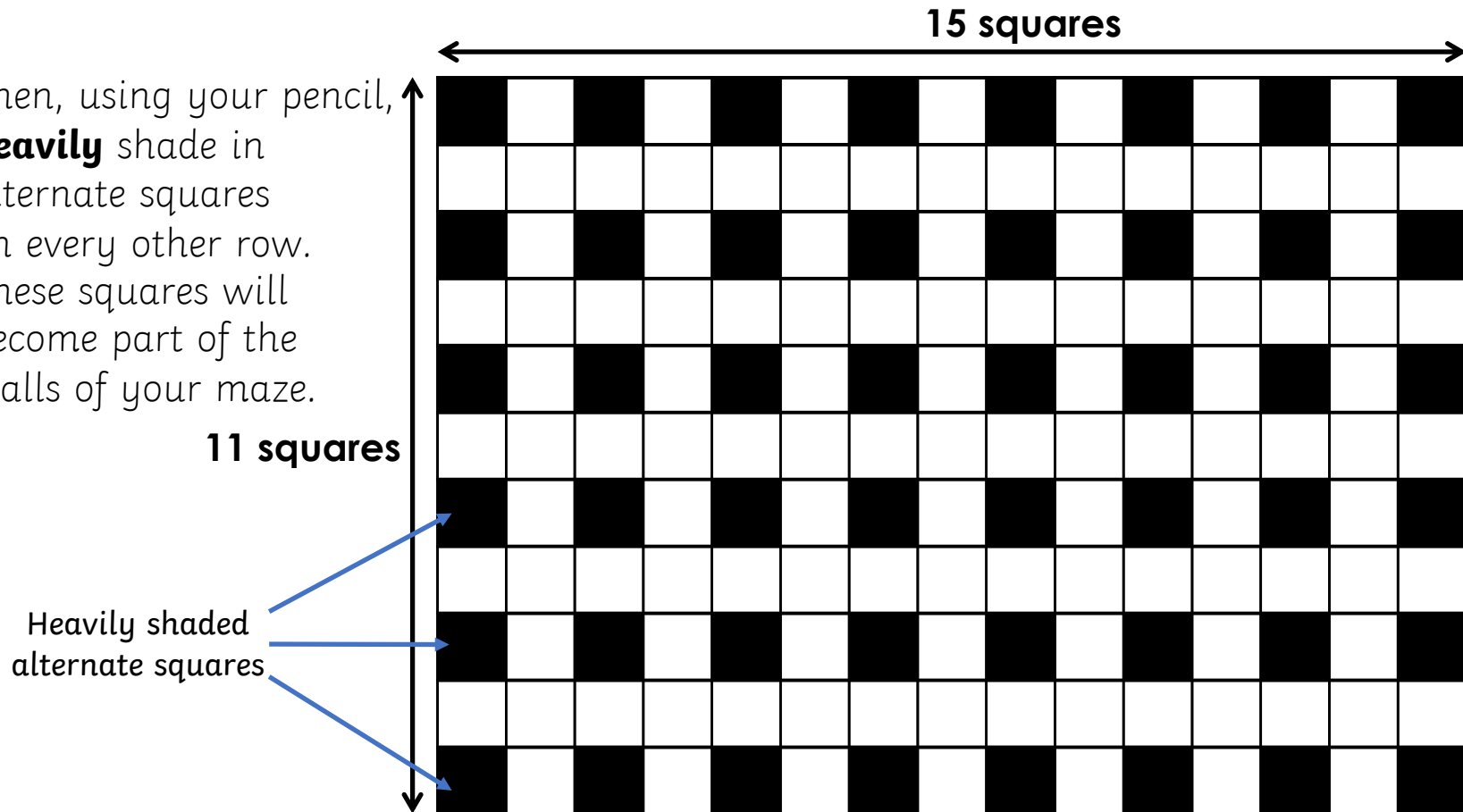
Follow the instructions on the next 4 slides.



Drawing a branching maze

1. Using squared paper and a pencil, draw out a rectangle with an **odd** number of squares on each side, e.g:

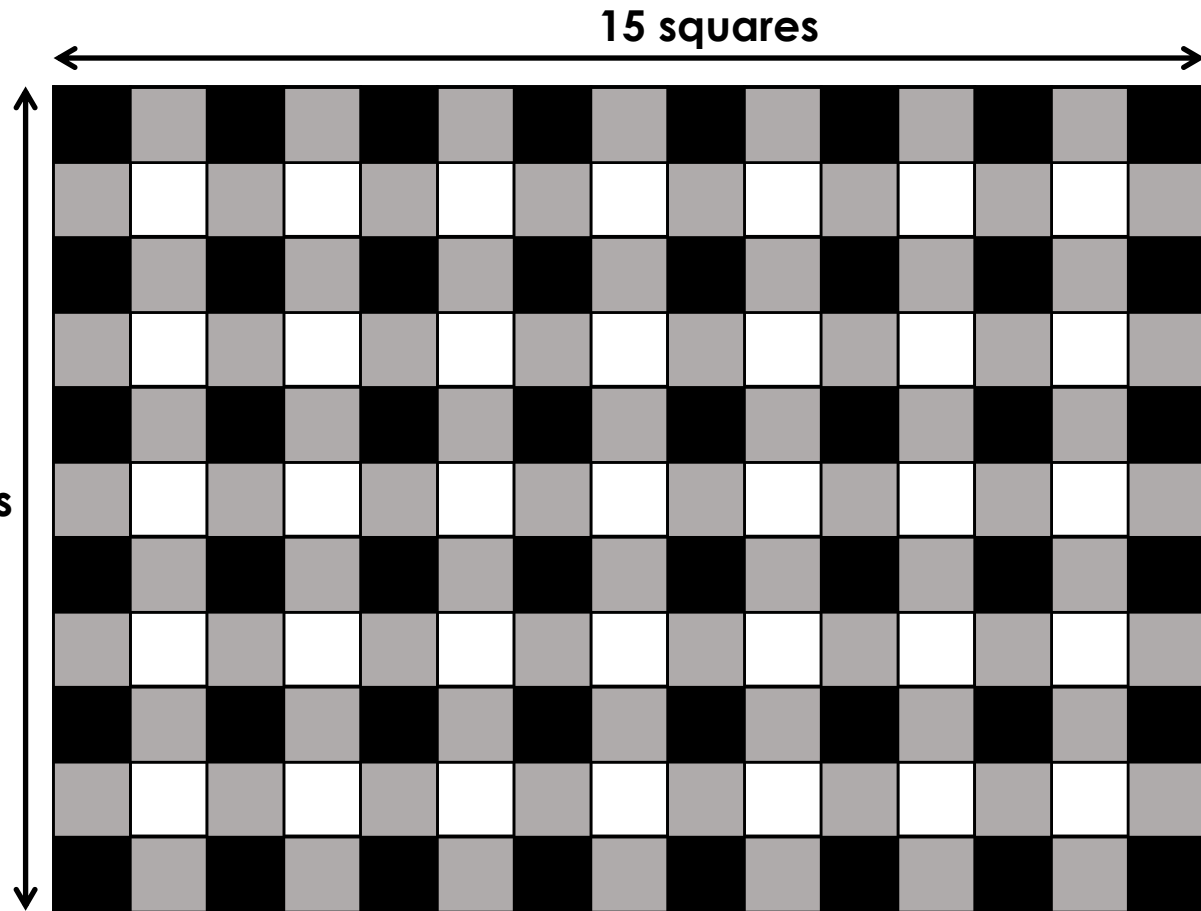
2. Then, using your pencil, **heavily** shade in alternate squares on every other row. These squares will become part of the walls of your maze.



Drawing a branching maze

3. Next, very **lightly** shade in the next set of alternate squares, but on every row this time. These squares will either be part of the paths, or part of the walls. The white squares will be part of the path

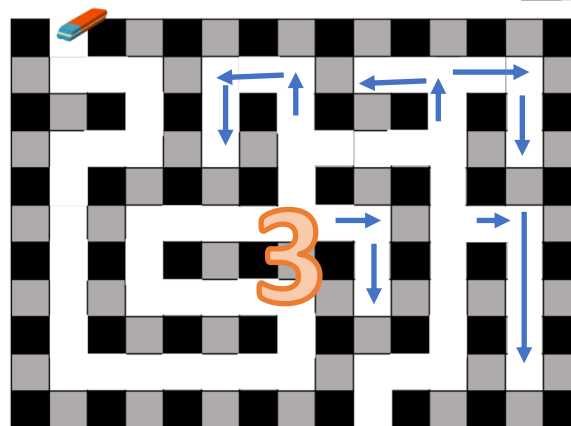
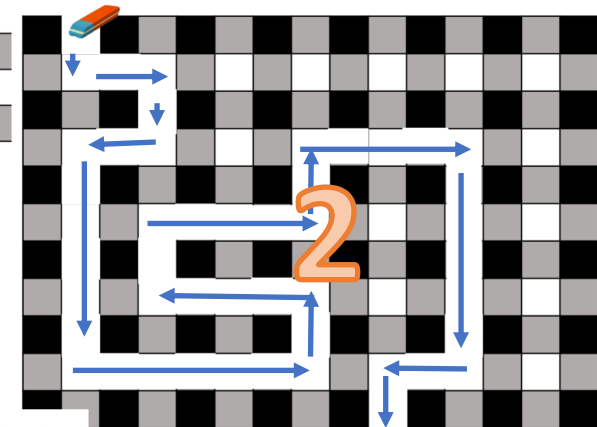
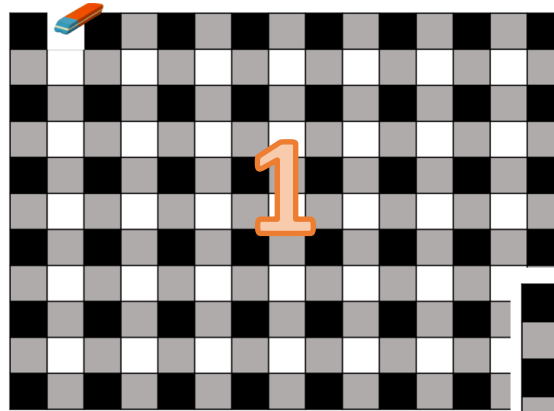
11 squares



Drawing a branching maze

Time to create your path!

1. Make an entrance by erasing one of the lightly shaded squares **on the edge**.
2. Then continue erasing the lightly shaded squares to make a winding path to an exit.
3. Now to fool people. Start creating new paths coming off this first path, but make them lead to dead ends.



Drawing a branching maze

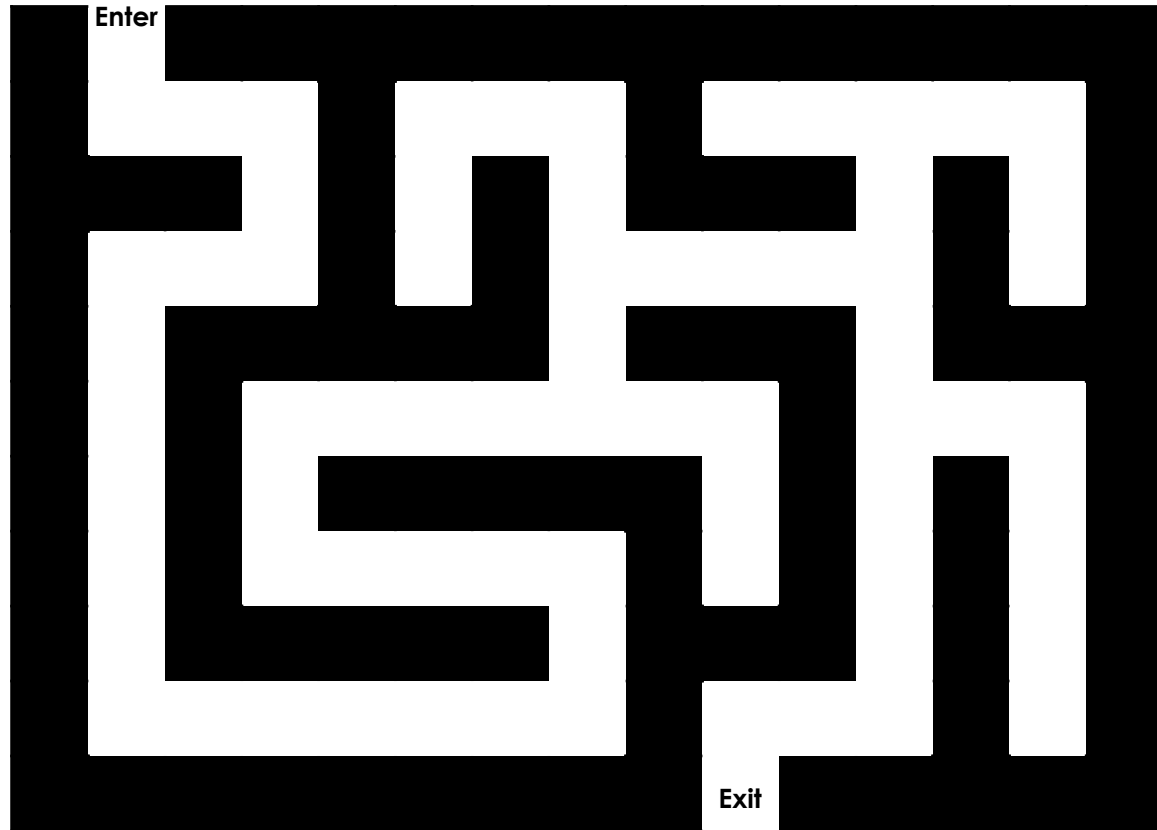
Next heavily shade in the remaining lightly shaded wall squares.

Finally label the entrance and exit.

Your branching maze is complete!

Now to test it on **unsuspecting victims...**

The larger your maze is, the more difficult you can make it.



It would be lovely to see this work! Please upload it to the website!