



! Prior to the start of any movement or play, all participants should take a few moments to make sure that he/she is wearing loose fitting clothing, and if applicable is wearing athletic footwear. All participants should check to ensure that he/she is physically cleared to participate. Any person who is not "cleared" to participate for whatever reason should refrain from the "movement" elements of the game play, but can participate as a Quizer or overall judge. Safety supports should and can include any physical, visual, or verbal support a participant may request or require from another person or item. Safe play makes great play!

### PURPOSE:

The Miracle Maze was designed to stimulate motor planning while encouraging visual scanning before choosing a movement path. The Miracle Maze requires movers to navigate with attempting various adjustments and turns.

### TERMINOLOGY:

**Mover:** This refers to the participant who is physically in motion attempting the challenge.

**Quizer:** This refers to the participant who is asking the trivia and recording the Mover's score.

**Step or Travel:** This refers to the method of how a participant is moving. It can imply walking, hopping, jumping, side sliding, rolling in a wheelchair, or any other movement pattern.

**Bonus Challenges:** This refers to the variations a team or participant can make to the activity in order increase the level of difficulty.

**Safety Supports:** This refers to any physical, visual, or verbal support a participant may request or require from another person or item.

### BEFORE YOU START PLEASE READ THE RULES OF PLAY

1. The Mover selects a trivia category and then is asked a question from the Quizer. If the answer is correct then the Mover travels forward following the maze. The Mover receives 10 points for each correct answer. If the Mover incorrectly answers that or any question during that turn, then he/she loses all points achieved and then becomes the Quizer for the next team member. The Quizer joins the team line waiting for a turn as a Mover.

2. This pattern occurs 4 times for each team member, because each team member gets 4 chances to travel the full length of the mat. Once all team members have gone 4 times, the team tallies individual and team scores prior to heading to the next mat.

### Bonus Challenges:

Try to move using an alternate method such as: hopping, side stepping, jumping, backwards travel, wheelchair spin, etc.

Attempt to use the remote control car to lead the Mover down the maze.

Attempt to answer 2 to 3 trivia questions before being allowed to move.

Use the hourglass to limit the amount of time a Mover has to complete the challenge.

*For more information on what's included, set-up and safety, rules, scorecards, trivia bonus challenge, and movement bonus challenge, please click on the links on the main webpage.*