



Magnet Maze

Use magnetic attraction to rescue Harry the hedgehog from the maze.

Will you be able to save him in time and return him to his countryside home?

Then use the same idea to design and make a 'Harry Hedgehog' game that can be played by two people.



Equipment

1. A piece of coloured card about 30cm square. The card should be strong enough not to bend easily, but not too thick.
2. A few sheets of paper in different colours.
3. A selection of pens, coloured pencils, acrylic paints and paintbrushes.
4. Some modelling clay or plasticine.
5. A paper-clip.
6. A magnet.
7. A pair of scissors.
8. Some sticky tape and paper glue.

Safety Stuff

Check with an adult before you begin, just in case you need their help.

Using items such as scissors can be dangerous, so be very careful when you use them, and make sure that you never leave them open or lying around where smaller children can reach them.

Before starting any of the projects, cover the work surface with some newspaper or an old cloth. Make sure you are wearing an apron or some old clothes. Gather together all the items you'll need before you begin. Most things will probably be found by simply hunting around the house, but remember to check with an adult before you take anything!

Steps

Step One

Draw a large circle on the piece of card, and then cut it out. (What's the easiest way to draw a circle on the card?). Then draw a complicated maze on the card and use pens and paints to mark it out clearly. Work out your design for the maze first on a piece of rough paper.

You could add some extra decorations to your maze, using pens and pieces of coloured paper. For example, you could draw a town that the hedgehog must escape from to return to his home in the countryside.

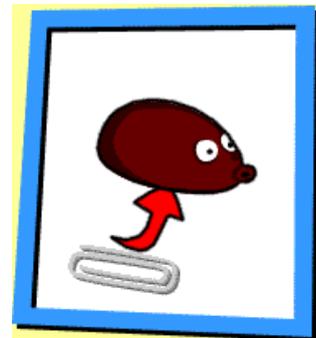


Step Two

Make a small hedgehog out of plasticine or modelling clay. Make an oval shape and cut some V-shaped notches into it to give the hedgehog a spiky appearance.

Add another piece of clay for a nose and then poke two small holes to form its eyes.

Then attach a paper-clip or drawing pin to the bottom of the hedgehog. This gives him a metal bottom for the magnet to attract.



Step Three

Your hedgehog is complete, and you're ready to guide him through the town and out to the countryside and freedom.

To do this, place the hedgehog on top of the piece of card at the entrance to the maze.

Hold the magnet underneath the card and use it to guide the hedgehog through the maze.



Step Four

The magnet will attract the metal paper-clip and allow you to move it around on top of the card. Now you can see how quickly you can guide your hedgehog through the maze and get him out of the city.

Can you use similar materials to design and make a Harry Hedgehog game that can be played by two people? Think about the object of the game (is it to escape from a maze as quickly as possible, for example?). Make sure that the card, or board, for your game is also large enough.