

### 3rd STD LESSON PLAN- 13

1. Take the material required for the game in the file 'Move It Maps.pdf'.
2. Divide Students into groups of 3 each. Play the 'Move it, move it' game using the map.
3. Draw a 2 x 3 grid figure on the floor.
  - Player 1 to set a grid on the floor made up of pieces of paper (as shown in one of the 'Move It Maps' documents). The grid portion should face the ground and not be visible to viewers.
  - Player 2, who is the Programmer, will then guide player 3 step-by-step through the paper maze by signals. If Player 3 does not understand the signals, he can orally say the directions.
  - Player 3 will be the walking machine (robot) and initially stand on the **Compass rose** maze and then move as per the direction instructed by Player 2.
4. When player 2 gives the signal to "STOP", player 3 will flip over the page that he is on. If that page is a gem, then the maze is a success!.