

Key Stage 1



**KID'S KRAZY
KRYSTAL MAZE**

created by

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ORGANISATION

All the instructions should be designed to be read out to the children so as not to handicap any who have problems with reading.

Prepare all instructions ready for mounting and as much 'computer generated' artwork as you can!

Each zone needs to be kept separate so the rest of the team can't 'peep' at what's to come.

CRYSTAL MAZE

INSTRUCTIONS TO COMPETITORS

- ★ Each team to have 5 members.
- ★ There are 5 themes:-
 - 1) At Home
 - 2) At the Seaside
 - 3) Toys
 - 4) At the Supermarket
 - 5) On the Farm
- ★ In each theme there are 3 types of game:
 - a) number
 - b) shape
 - c) logic
- ★ Each team will play 1 game from each theme.
- ★ Each team member will play 1 game.
- ★ Team members to agree prior to the start which type of game they wish to do.
- ★ Team captain is responsible for telling organiser who is playing next and which type of game.
- ★ If a team member is 'locked in' the team will have to forfeit a crystal if they wish to release him/her.
- ★ Each crystal gained is worth 10 seconds in the pool.
- ★ In the pool find the dominoes – The spots are added together. The team with the highest score is the overall winner.
- ★ Crystals – These are 20 sided, clear coloured dice, known as “gemdice”

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Crystal Maze – Themes and Games

Theme	Type	Game
At Home	Number	Hanging Out The Washing
	Shape	Tidying The kitchen
	Logic	What's The Time
At The Seaside	Number	Ollie and Olivia
	Shape	Boat Jigsaw
	Logic	Fishing Game
Toys	Number	Hoopla
	Shape	Get the train to the station on time!
	Logic	The Three Bears Cottage
At The Supermarket	Number	Sharing Your Sweets
	Shape	Dropping The Pizzas
	Logic	Stacking The Shelves
On The Farm	Number	The Three Hens
	Shape	Bob's Kennel
	Logic	Escaping Animals

Theme 1 - At Home

Number - Hanging out the washing

Provide 2 washing lines
set of pegs
small clothes with numbers drawn, stitched or pinned on

Instructions

'Friends living at house number 7 and house number 11 have got their washing muddled up. Peg their washing on their lines so that each line's washing adds up to its house number'

Shape - Tidying the kitchen

Provide A selection of odd cups, mugs, saucers, plates and jugs etc.
2 or 3 shelves with all the objects 'shadowed'

Instructions

'This kitchen is in a mess! Can you tidy it up before anyone notices?'

Logic - What's the time?

Provide 7 pictures of clocks showing:-
7.00, 8.00, 9.15, 10.30, 12.00, 4.00, 7.30,
7 cards showing time plus words:-
7 o'clock - wake up
8 o'clock - breakfast
quarter past 9 - at school
half past 10 - playtime
12 o'clock - dinner
4 o'clock - watch T.V.
half past 7 - bedtime
7 cards with pictures showing each activity

Instructions

Match the clocks, times and pictures

Theme 2 - At The Seaside

Number - Ollie and Olivia

Provide Picture of two octopuses side by side with 8 ribbon legs each.
Numbers 1 - 8 written randomly on each set of legs.
Small pieces of velcro stuck to end of each leg, hook side for 1 octopus, soft side for other.

Instructions

Make Ollie and Olivia 'hold hands' together so that each pair of legs adds up to 9.

Shape - Boat Jigsaw

Provide Triangles, squares and circles which will make up into the shape of a boat
Picture of completed boat

Instructions

Make these shapes into a picture of a boat

Logic - Fishing Game

Provide Seabed base with 4 small ponds and 1 big pond in the centre.
16 or 20 cardboard fish of 4 different types (eg. stripes, spots etc) each with paperclip attached
Fishing line with magnet on the end

Instructions

4 different types of fish live in the little ponds but somehow they've got all mixed up in the big pond and have started fighting. Catch each one with the fishing line and put them into the little ponds with their friends.

Theme 3 - Toys

Number - Hoopla

Provide 4 hoops numbered 1, 2, 3, and 5.
Position in a line with the '1' nearest to competitor and the '5' furthest away
6 bean bags
a line to stand behind

Instructions

Throw the beanbags into the hoops so that your score adds up to exactly 20 - NB. if the score is more than or less than 20 collect the beanbags and try again - you do not have to use all the beanbags.

Shape - Get the train to the station on time!

Provide a large baseboard with one piece of Duplo train track attached to it.
a 'station' (model or drawn) at the other end of the board
obstacles such as trees or tunnels can be drawn or fixed to the board as you wish
a train on the fixed piece of track
enough spare track to complete it as far as the station (include bends etc to avoid obstacles)

Instructions

Build the railway track and get the train into the station on time

Logic - The Three Bears Cottage

Provide Picture of a cottage
'Compare bears' in 6 colours as follows;

red	- 2 x dad, 1 baby
yellow	- 2 x mum, 1 dad
green	- 2 x baby, 1 mum
orange	- 2 x dad, 1 mum
purple	- 2 x baby, 1 dad
blue	- 1 dad, 1 mum, 1 baby

Instructions

Which family of bears lives at 'Three Bears Cottage'?

Theme 4 – At The Supermarket

Number – Sharing Your Sweets

Provide 24 (or other multiple of 4) sweets - either real or pictures.
4 cut out 'hands'

Instructions

You buy some sweets with your pocket money. Share them between yourself and 3 friends. How many sweets do you get each?

Shape – Dropping The Pizzas

Provide 2 empty takeaway pizza boxes (with lids that hinge upwards)
2 cardboard pizzas to fit into the 2 cardboard boxes, 1 cut into 8 slices,
the other into 6

Instructions

'Oh dear, you've dropped the pizzas for tea. Quickly put them back into the right boxes and hope Mum won't notice'

Logic – Stacking The Shelves

Provide 15 (or 21) empty tins, small Pringles containers or similar
stack 6 of them in a triangle

Instructions

Use all the tins to make a bigger triangle stack

Theme 5 - On The Farm

Number - The Three Hens

Provide Pictures of 3 hens labelled Ethel, Freda and Henrietta
1 basket
about 30 cardboard 'egg' shapes

Instructions

Ethel lays 2 eggs each day

Freda lays 1 egg each day

Henrietta only lays 1 egg on Mondays, Wednesdays and Fridays

How many eggs will there be in the basket after one week?

Shape - Bob's Kennel

Provide Polydrons – 4 squares and 4 triangles

Instructions

Use the polydrons to make a kennel for Bob, the farmer's sheepdog

Logic - Escaping Animals

Provide Toy farm animals as follows:
6 ducks
10 hens
2 horses
3 cows
4 sheep
2 pigs
a farm board marked into 6 fields

Instructions

All the farm animals have escaped from Old MacDonald's Farm. Put them all back into the fields BUT each field must have the same number of legs in it!