

Auf einen Blick

1. Stunde

Thema: Introduction to reading mazes

M 1 **Unlock the adventure! – Exploring a reading maze** / einen Text zum Umgang mit Leselabyrinthen lesen und verstehen

2. Stunde

Thema: Finding one's way in New York

M 2 **Maze 1 – Lost in New York** / Textkarten lesen und verstehen; den Weg sprachlich aushandeln

Benötigt:

- je Gruppe ein Satz der ausgeschnittenen Karten

3. Stunde

Thema: Getting out of a forest

M 3 **Maze 2 – Deep in the woods** / Textkarten lesen und verstehen; den Weg sprachlich aushandeln

Benötigt:

- je Gruppe ein Satz der ausgeschnittenen Karten

4. Stunde

Thema: A dystopian world

M 4 **Maze 3 – Surviving Wasteland** / Textkarten lesen und verstehen; den Weg sprachlich aushandeln

Benötigt:

- je Gruppe ein Satz der ausgeschnittenen Karten

5. Stunde

Thema: Aboriginal culture

M 5 **Maze 4 – Secrets of the Sacred Land** / Textkarten lesen und verstehen; den Weg sprachlich aushandeln

Benötigt:

- je Gruppe ein Satz der ausgeschnittenen Karten

M 1

Unlock the adventure! – Exploring a reading maze

Task

Read the text and tips for working with reading mazes. Which aspects seem like they will be especially fun, and which ones might be a challenge for you?

Welcome to the world of reading mazes, where **you** control the story! In a reading maze, every choice you make leads to exciting adventures, surprising discoveries, or new directions. At each decision point, you choose a path, and your choice changes the story. With every card, you create a new journey and see where it takes you.

Reading mazes are not just about choosing paths. They also help you build important skills like making decisions and working with others. In groups, you face each choice together. You discuss your ideas, think about what could happen, and decide on the best path forward. By sharing ideas, listening to others, and deciding together, you learn to solve problems and work as a team.



Tips for working with reading mazes

- **Read the cards carefully:** Pay close attention! Important details are often hidden in the story and understanding them will help you make better choices.
- **Talk about all options:** Before deciding, discuss all possible paths as a group. Make sure everyone shares their ideas.
- **Use the vocabulary you have learned:** Remember the words from past lessons when reading the cards.
- **Use the helpful phrases you have learned:** When talking about choices, use phrases like “I think ...” or “Maybe we should ...” These make it easier for everyone to share their ideas.
- **Think about what might happen:** Think about the result of each choice. The safest option may not always be clear, so think carefully before deciding.
- **Be open to other ideas:** Group members may see things differently. Listen to their thoughts and consider their ideas.
- **Vote if you cannot agree:** If you cannot agree, take a vote to decide. This way, everyone gets a say, and you can move forward.
- **Take notes as you go:** Keep track of the paths you take. If you end up in the wrong place, your notes will help you remember what to avoid.
- **Stay positive if you make a mistake:** If you choose the wrong path, do not give up! Mistakes are part of learning, and you can always try again.
- **Have fun:** Reading mazes are supposed to be fun! Every choice adds to the story and makes your journey exciting.

Maze 1 – Lost in New York

M 2

Before entering Maze 1

1. Which words come to your mind when you think of New York? Write them down.
2. Categorise the words into idea groups.

1

You are standing in the middle of Times Square, wanting to return to your hotel. There are bright lights, loud car horns, and many people all around you. You start to feel worried because you are lost and nothing looks familiar.

On your left, you see a subway entrance that could take you away from the noise. To your right, a yellow taxi is waiting, ready to drive you somewhere. Where will you go?



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Enter the subway: You go down into the busy subway station and try to find your way through the maze of platforms and trains.

Take a taxi: You get into a taxi and tell the driver your destination, but he seems unsure and asks for directions.

2

3

2

You board a subway train, but the map is confusing, and the train seems to be going in the wrong direction. How do you react?

Get off at the next stop and try to figure out what to do.

Stay on the train and hope for the best.

4

5

3

The taxi driver stops at a random place and says it is near your destination. But now you are lost in a maze of tall buildings and streets. What will you do?

Find a person nearby and ask them for directions.

Open your phone's map and try to find your way.

6

7

M 4

Maze 3 – Surviving Wasteland

Before entering Maze 3

1. Imagine it is the year 2050. Climate change has changed the world a lot. What does your daily life look like? Think of 3–5 aspects that will be different in your life. Use the suggestions from the box or your own ideas.

energy – food – cities – weather – air quality – animals/wildlife – health – nature – rules

2. Compare your ideas with a partner. What is similar? What is different?
3. Would you like to live in this world? Give reasons.

1

The world has changed completely. Years of climate damage have turned the Earth into a place of extreme heat, dry lands, and dangerous storms. Your home, called “Raven’s Rest,” is falling apart. The elders have chosen you and a few others to search for the Sanctuary – a place where there is still fresh water, clean air, and hope for the future.



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You carry a small bag of supplies, an old map, and a solar-powered radio. The sun is very hot, and the ground is dry as you leave the safety of your home. Ahead of you is the unknown wasteland.

After hours of walking through the empty, dry land, you come to a crossroads. To the east, the map shows a path through the flooded coastal plains. There is plenty of water, but dangerous storms often hit the area. To the west, the map shows a route through the “Blistering Desert”. You do not have much water to drink, but you might find shelter in the ruins of old cities. What will you do?

Go east to the coastal plains and face the dangers of rising water and unstable weather.

2

Go west into the desert, hoping to find shelter and supplies in the old ruins.

3

2

You go east toward the coast. The air feels heavy and humid, and the dry ground turns into swampy land. Soon, you hear thunder far away. The sky gets darker, and you see a storm coming quickly. What will you do?

Climb the remains of an old highway overpass in the distance to reach higher ground.

4

Take cover in an empty fishing village, hoping the buildings will keep you safe.

5

3

You choose to cross the desert. The heat is heavy, and the sun is strong. For hours, you see only sand and broken roads. Just as you start to feel hopeless, you see something far away – a big structure shining in the distance. It looks like an old solar farm. What will you do?

Check out the solar farm, hoping to find a panel that works or maybe a place to rest.

6

Keep walking, thinking the structure might be a trick or already empty. You head toward what looks like a city far away.

7

4

You climb the old bridge, struggling against the heavy rain and wind. The structure shakes under your feet. The storm gets worse, and every moment on this broken road puts you in more danger. What will you do?

You heard there was once a fishing village nearby where you might find shelter.

21

Keep going on the bridge, even though it is risky.

8

5

The storm hits the village hard, but the buildings stay standing. Inside of one, you find an old, rusty walkie-talkie. Time is short, and you are not sure if it works. Should you try to call for help or stay hidden until the storm passes?

Use the radio to call for help.

9

Stay hidden and wait out the storm.

10

6

The solar farm looks empty, with broken panels everywhere. A few panels are still whole and might work. You can try to use them to send a signal or search for supplies before leaving. What do you do?

Try to turn on the panels and send a signal for help.

11

Search for supplies and move on.

12