WRITE-UP:

Inspired by an exhibit at the Museum of Math in New York, we decided to create our own maze involving math. In order to successfully complete our maze, we would like to challenge participants to not make any left turns. Another inspiration for this type of maze came from Euler's map discoveries. In the eighteenth century, mathematician Leonhard Euler figured out how to cross every bridge in the city of Königsberg just once each. This led to more mathematical discoveries and what is now known as topography.

This type of math and logic can also be found in computer programming, including self-driving cars. Recently, Google has helped Waze, a navigation app, to prevent drivers from making too many left turns, especially when a traffic light is not present. Thanks to Euler and this branch of math, Waze could not only makes driving more convenient, but also enhance the safety of its drivers.

Our group wanted to make a maze that involved teamwork and problem-solving skills. Math problems are usually in the forms of worksheets and homework and are often seen as an individual effort, which can make them tedious and frustrating to solve.

Our aim for this maze is to show how math can be fun as a game outside of a classroom or homework setting for students. Additionally, this maze is meant to be solved in teams, which encourages teamwork and learning different problem-solving situations for each student, which can be applied to all types of math problems even after the maze is completed.

We made sure to have different levels of math problems with different solutions so our maze is accessible to all students of different math lanes.