

# Circuit Maze

**Game Theme**Electric Circuits

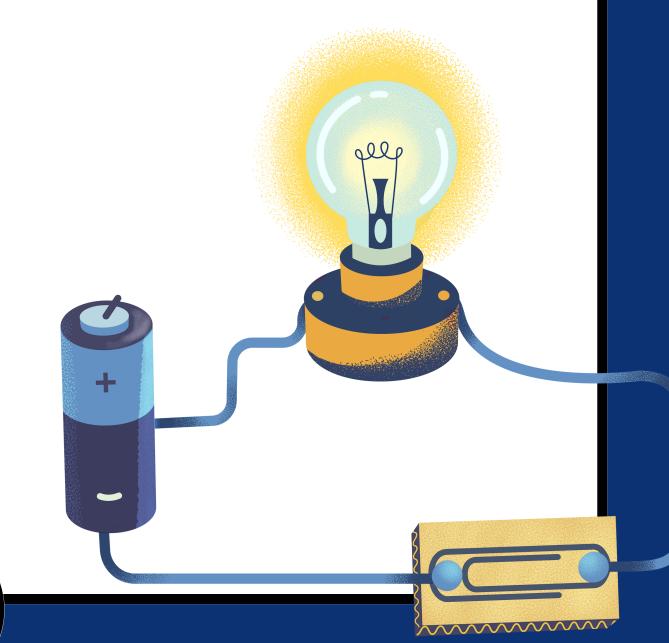
**Grade Level** VI-VIII

**Game Type**Board Game



### **Game Overview**

- Circuit Maze is a hands-on board game designed to strengthen students' understanding of electric circuits while developing their analytical and problemsolving skills. By stepping into the role of an electrical engineer, students work through levels of challenges that involve identifying components, understanding current flow, and building various types of circuits.
- Players advance across a game board and complete activities based on three levels:
  - Level 1: Introduction to electricity and basic circuit components
  - Level 2: Application of concepts and diagram construction
  - Level 3: Problem-solving, circuit identification, and hands-on circuit building
- By the end of this game, students will be able to identify different components of a circuit, explain how electric current flows, differentiate between open and closed circuits, and create both series and parallel circuits.
- A complete game set, for one group, includes the following materials:
  - 1 game board
  - Card set for each level (40 cards in total):
    - Level 1: 10 cards
    - Level 2: 10 cards
    - Level 3: 20 cards
  - Artificial money or points
  - Game material for circuit construction
    - Wires = 10
    - Bulbs =10
    - Switches = 10
    - Batteries = 10
  - Answer sheet for verification
  - Dice and coloured counters



## **Gameplay Instructions**

- Divide students into small groups of 4–5. Distribute the complete game set to each group.
- Each player selects a coloured counter and places it on the Start space of the board.
- Shuffle the deck of cards and keep the components (bulbs, wires, batteries) ready for later use.
- The game will be played in levels, starting from Level 1 and progressing to Level 3.
- Players take turns rolling the dice and moving their counters accordingly.
- When a player lands on a space, they draw a card from the corresponding level's deck.
- The card contains a task, challenge, or question related to the concept of circuits.
- Upon correct response or task completion, the player earns a reward.
  - In Level 1, rewards are points, which can be used to purchase circuit components (bulbs, wires, batteries) from a supply shop.
  - In Level 2, players earn actual components as rewards.
  - In Level 3, players use their components to build functional circuits, including series, parallel, open, and closed types.
- The group that builds the maximum correct circuits by the end of the game is declared the winner.

## **Debriefing and Reflection**

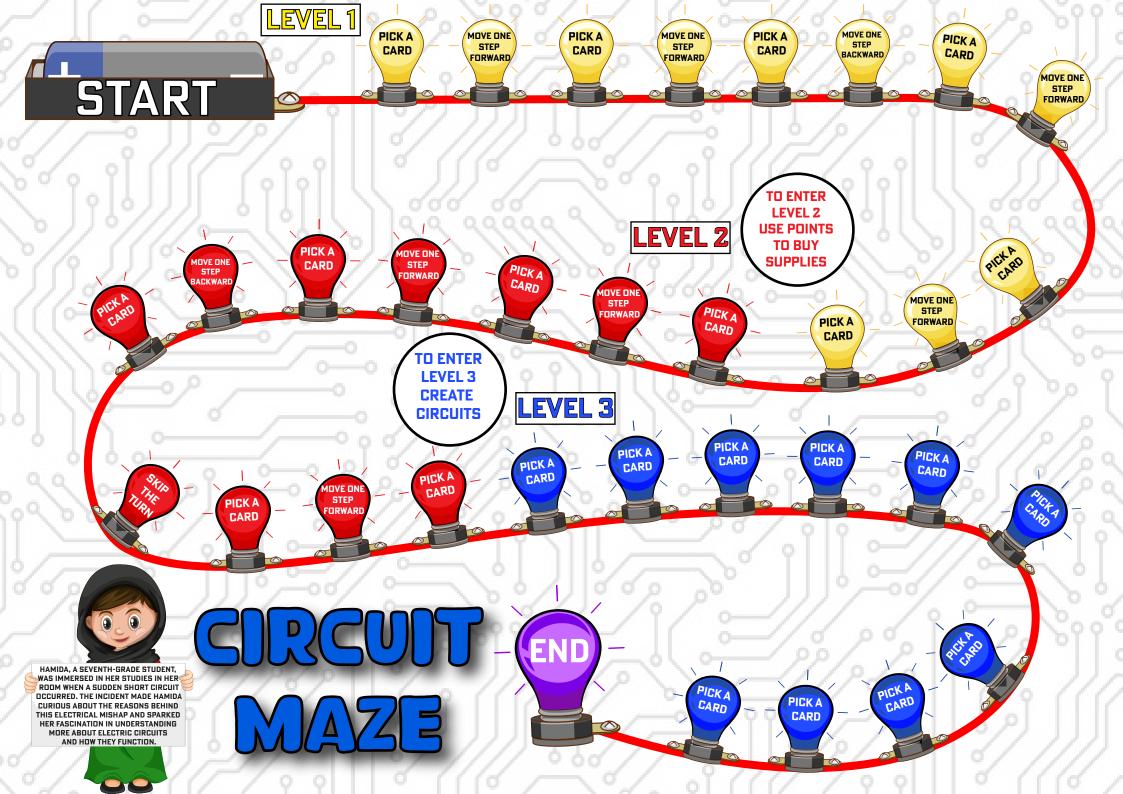
Conclude the game with a whole-class reflection to reinforce learning. Suggested discussion prompts:

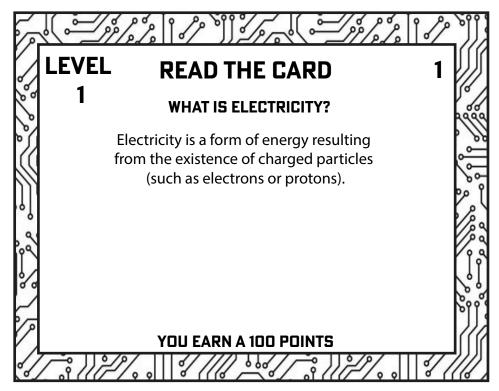
- Ask students to summarise the do's and don'ts they learned while building circuits (e.g., proper connection of components, importance of a complete path, avoiding short circuits).
- Reflect on tasks or questions that were challenging. Ask students to explain what made them difficult and clarify any misconceptions.
- Discuss how the flow of current changes in series vs. parallel circuits, and connect these concepts to real-life applications (e.g., home wiring, battery usage in devices).
- Encourage students to share what they found most enjoyable or surprising, reinforcing both conceptual learning and engagement.

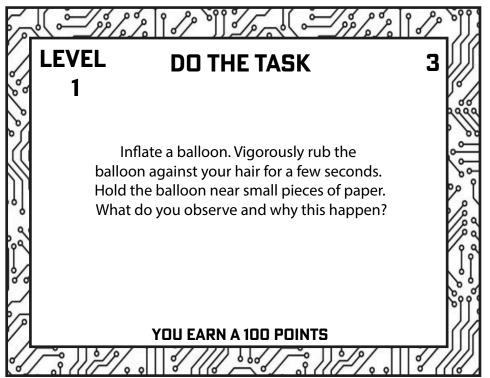
## **Adaptations for Gamplay**

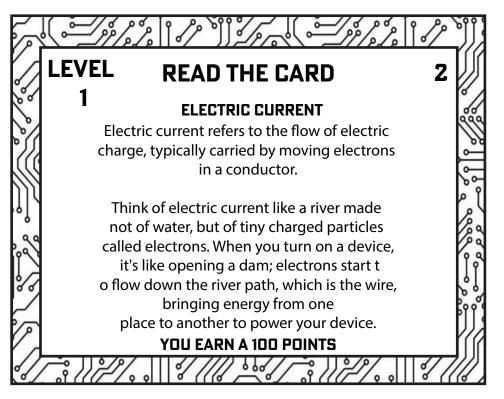
- For Lower Grades: Simplify the cards to focus on identifying basic components and understanding simple closed circuits. Limit the game to Level 1 or Level 2. Use printed illustrations if real materials are unavailable
- For Higher Grades: Include cards that require students to build or draw more complex circuits. Add challenges involving short circuits, circuit diagrams, or predicting circuit outcomes based on configurations. Extend Level 3 to include problem-solving scenarios.

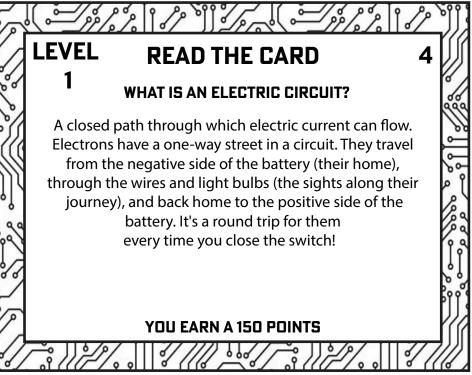
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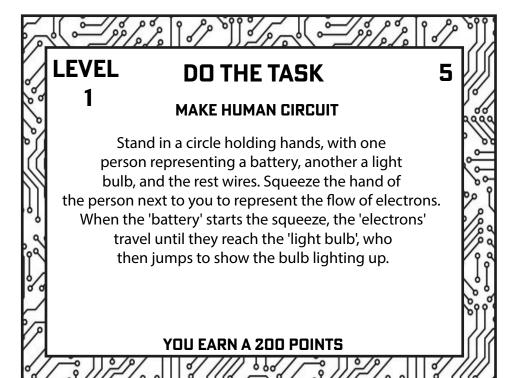


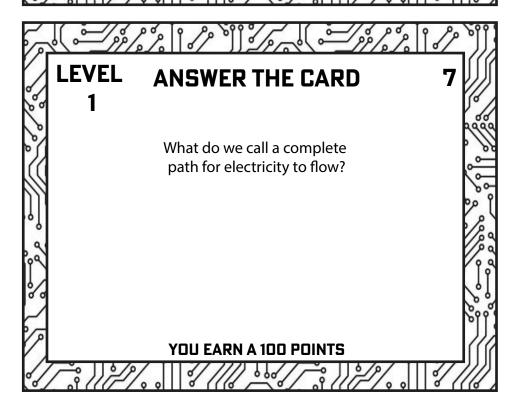


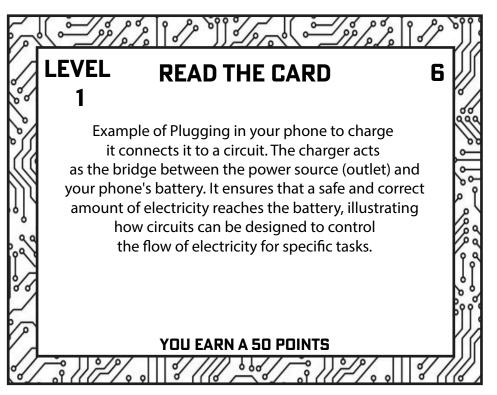


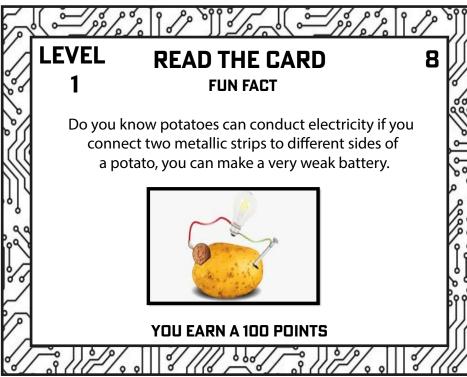


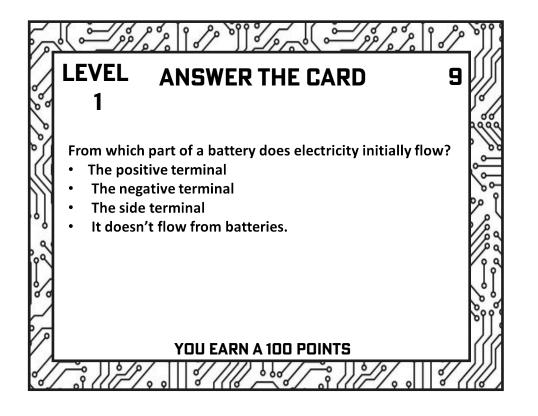


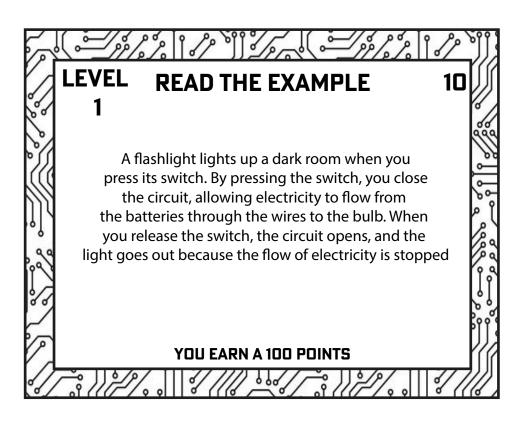




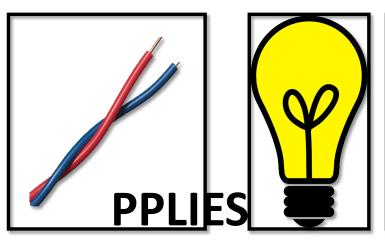




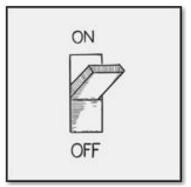




## SHOP TO BUY ELECTRICAL SU







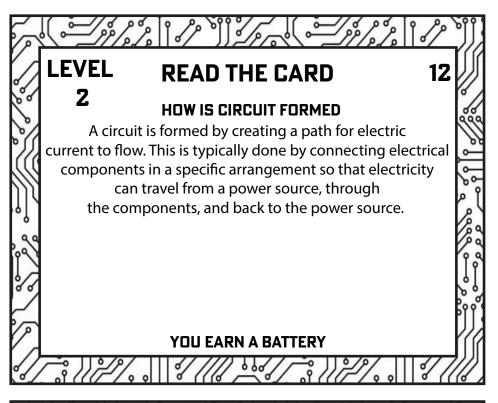
Points	Supplies
50 Points	1 Wire
100 Points	Bulb
100 Points	Battery
50 Point	Switch

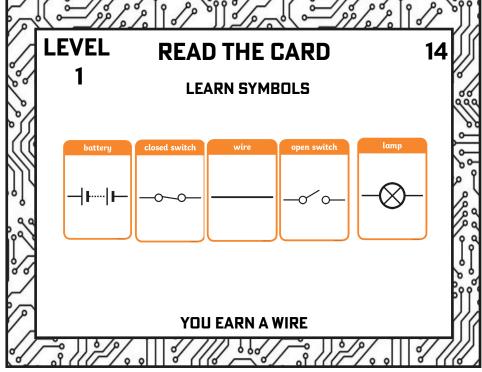


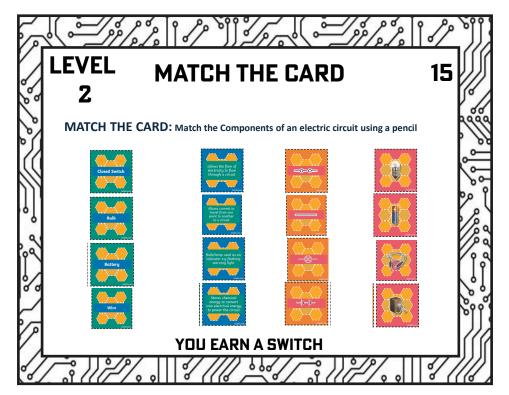
Hamida found that all the electrical appliances are working in the room except for a bulb, which is not working. She called the electrician and checked the bulb; she found that the bulb was working in the other socket but not on the socket where it was fixed previously. What is the reason behind it?

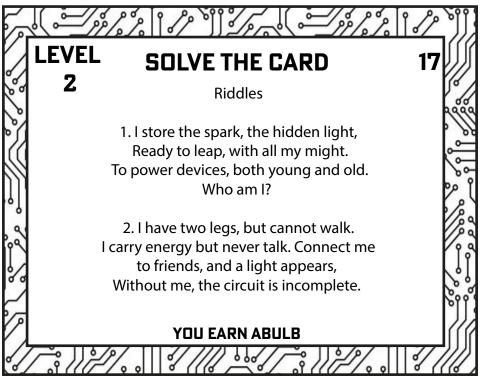
#### YOU EARN A BATTERY

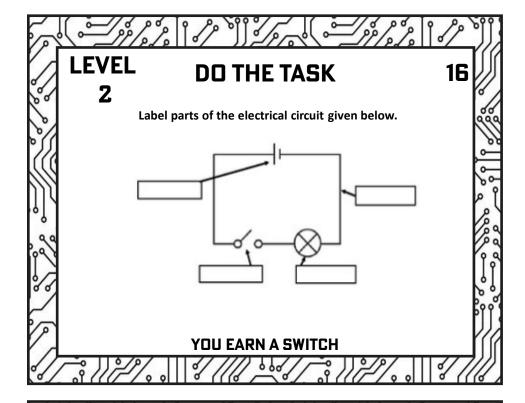
#### **FVFI** READ THE CARD A circuit has the following components: **BATTERY:** Every circuit needs a power source, like a battery or a power supply, which provides the electrical energy needed to make the circuit work. The power source has two terminals: positive and negative. In simple words, the battery is the heart of a circuit, pumping energy into it. Just like a heart pumps blood, a battery pumps electricity through the circuit. WIRE: A circuit needs a path (a road). Wires are used to connect the components of a circuit and create a pathway for electricity to flow. In simple words, wire is like a highway for electricity, allowing it to travel from one part of the circuit to another. It is made of materials that electricity can move through easily. **BULBS:** When electricity flows through a bulb, it lights up the room! **SWITCHES:** Many circuits include a switch, which can open or close the circuit. When the switch is closed, the circuit is complete, and electricity flows. When the switch is open, it creates a gap in the circuit, stopping the flow of electricity. In simple words, switches are like doors in the walls of your electrical highways. They can open to stop the flow or close to let the electricity through. YOU EARN A WIRE

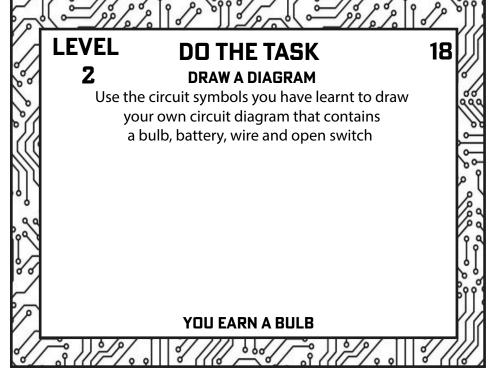


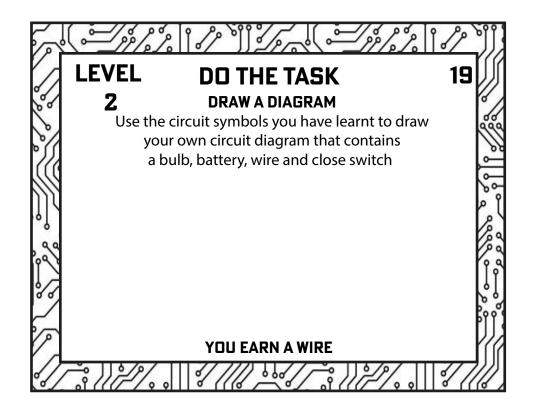


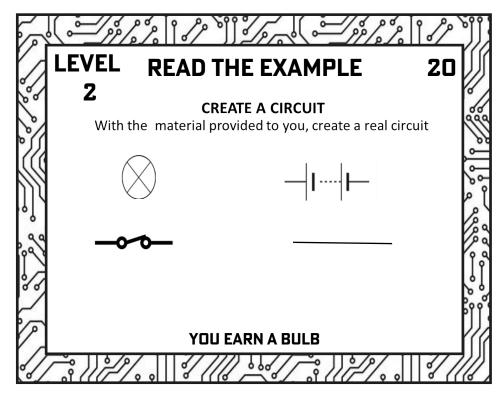










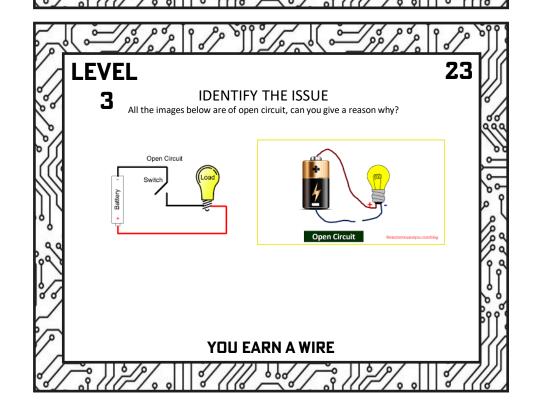


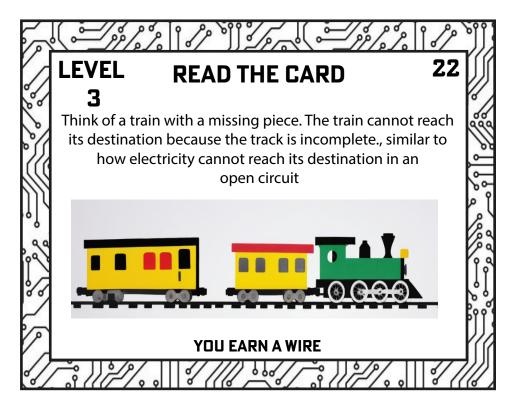


An open circuit is a type of electrical circuit that has a break or gap in the conducting path, which prevents the flow of electric current. This break can be intentional, such as when a switch is turned off, or unintentional, like a broken wire or a burnt-out component.

In an open circuit, the electrical circuit is incomplete, so electricity cannot flow from the battery to the bulb and back again. As a result, any devices or components connected in the circuit will not operate when the circuit is open

#### YOU EARN A WIRE





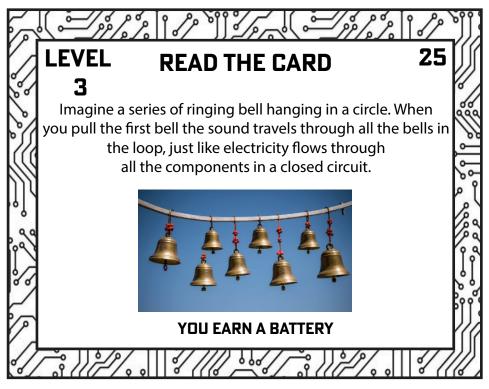
#### LEVEL READ THE CARD

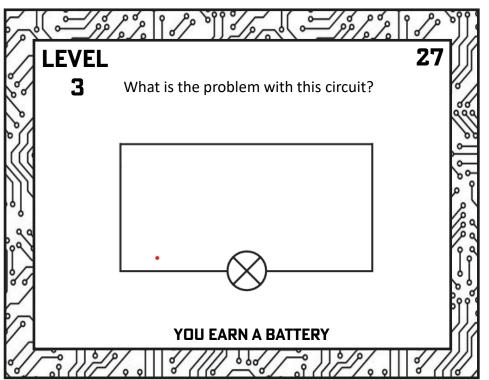
#### 3 WHAT IS CLOSED CIRCUIT?

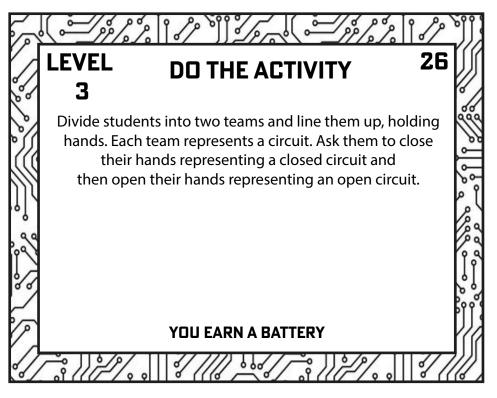
A closed circuit is an electrical circuit where the path through which electric current flows is complete and unbroken. This means that all components in the circuit, including the power source (like a battery) and light bulb, are connected through a conducting material (usually wires) in such a way that electricity can travel through them continuously.

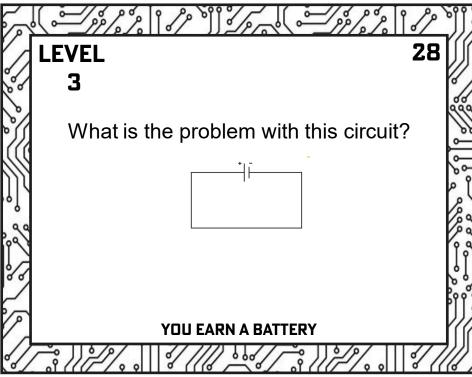
Example: In a home when a light switch is turned on. Electricity will flow through the switch and all the components in the circuit.

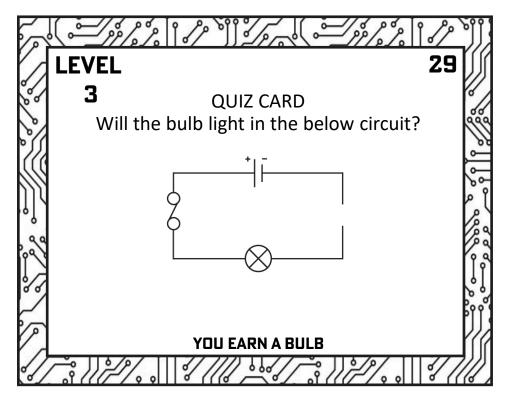
YOU EARN A WIRE

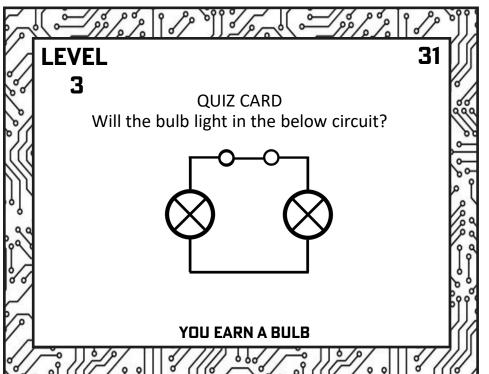


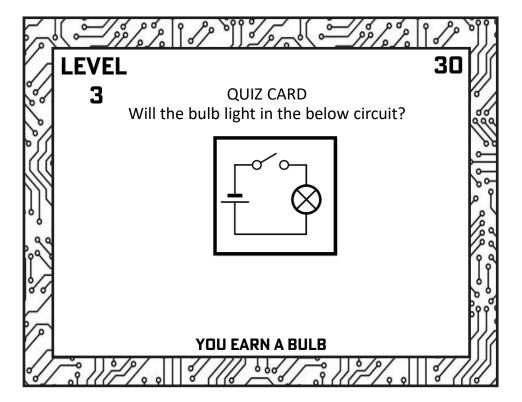


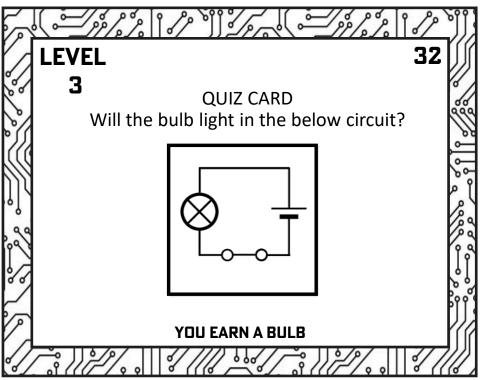


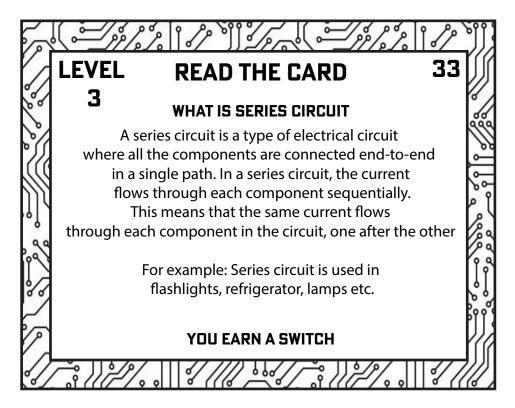


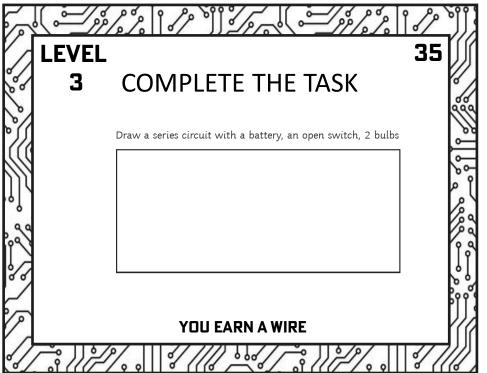


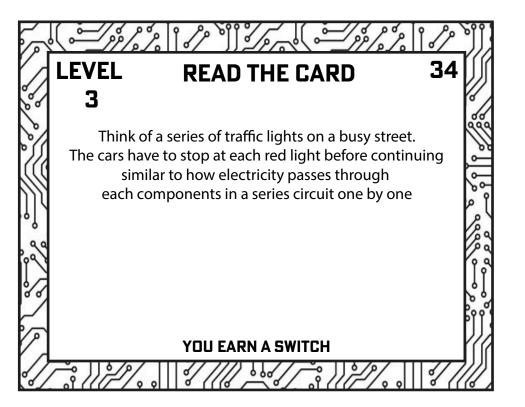


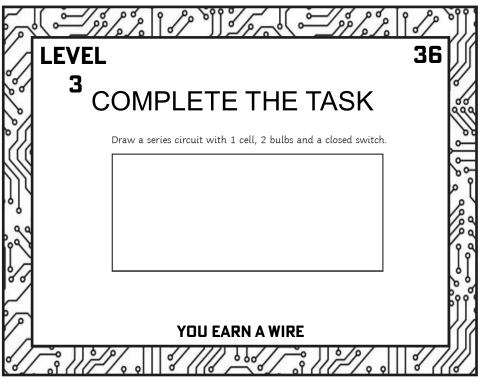


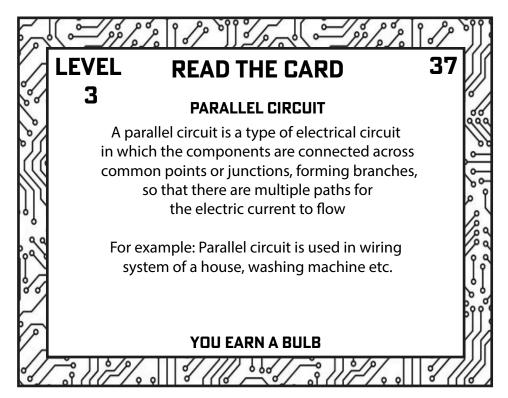


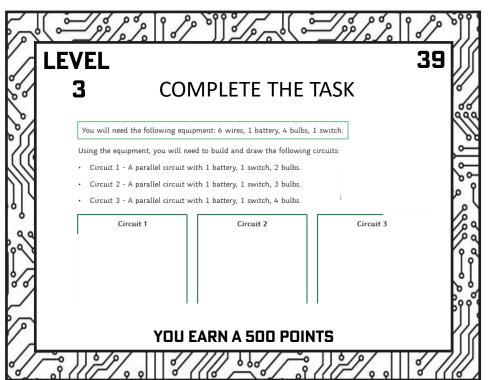


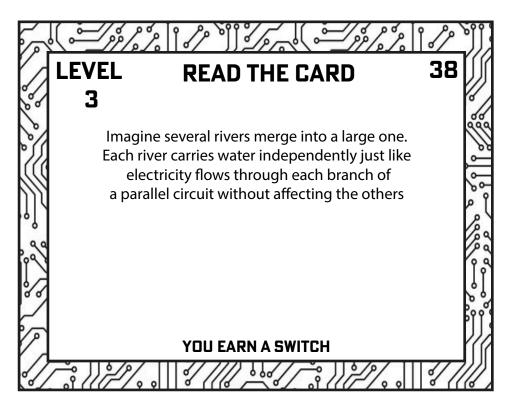


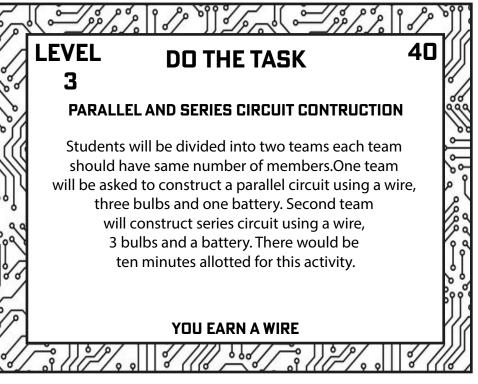




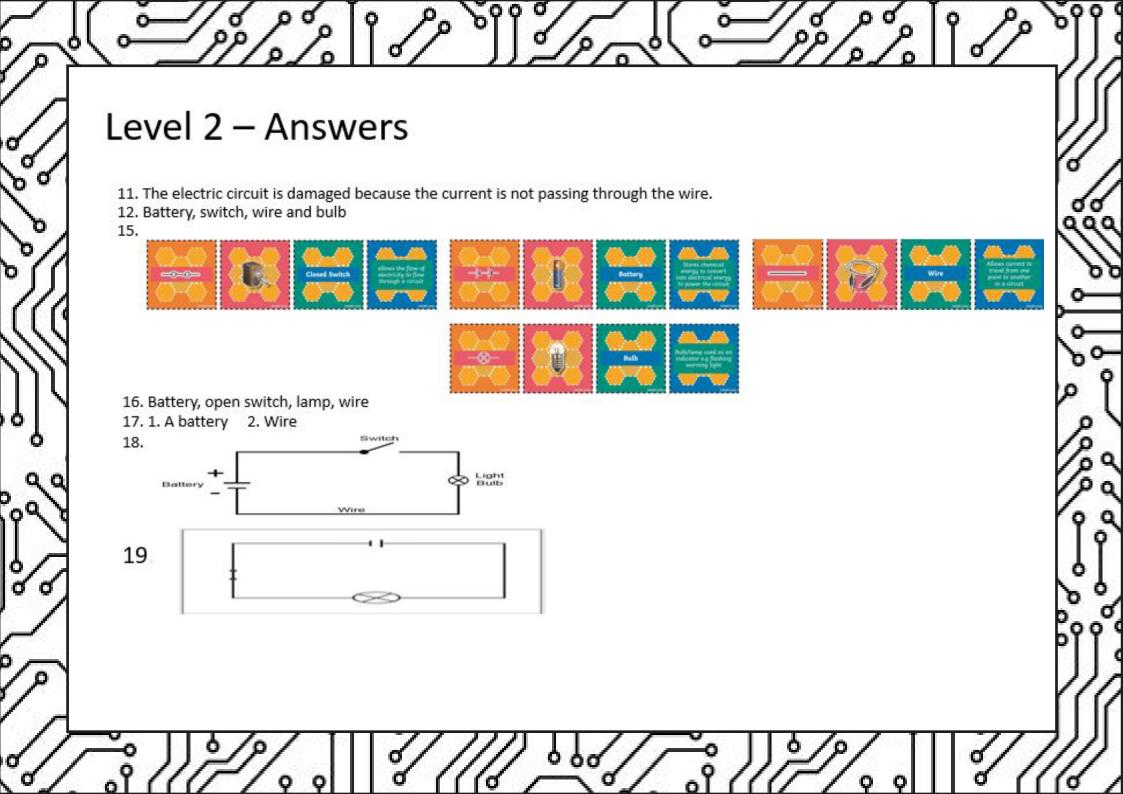








## Level 1 - Answers 3. When you rub the balloon on your hair, it picks up extra electrons and becomes negatively charged. The pieces of paper, which are positively charged, are attracted to the negatively charged balloon. This is because opposite charges attract. The movement of electrons from your hair to the balloon creates static electricity. This simple activity demonstrates how static electricity works in everyday life. 7. Electric circuit 9. The negative terminal Electricity 9 - Negative terminal



# Level 3 - Answers

23. In the first image, the switch is open.

In the second image, the wire is damaged.

27. There is no battery and switch connected to the wire and lamp.

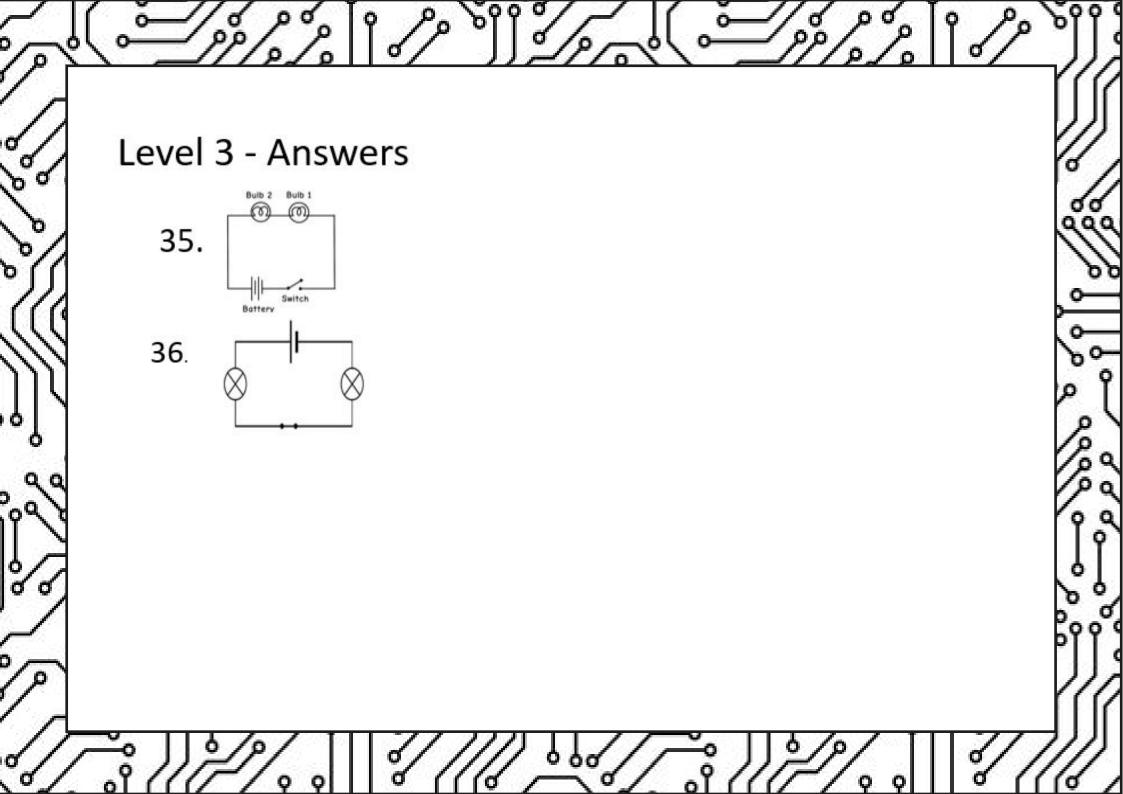
28. There is no switch and lamp connected to the wire and battery.

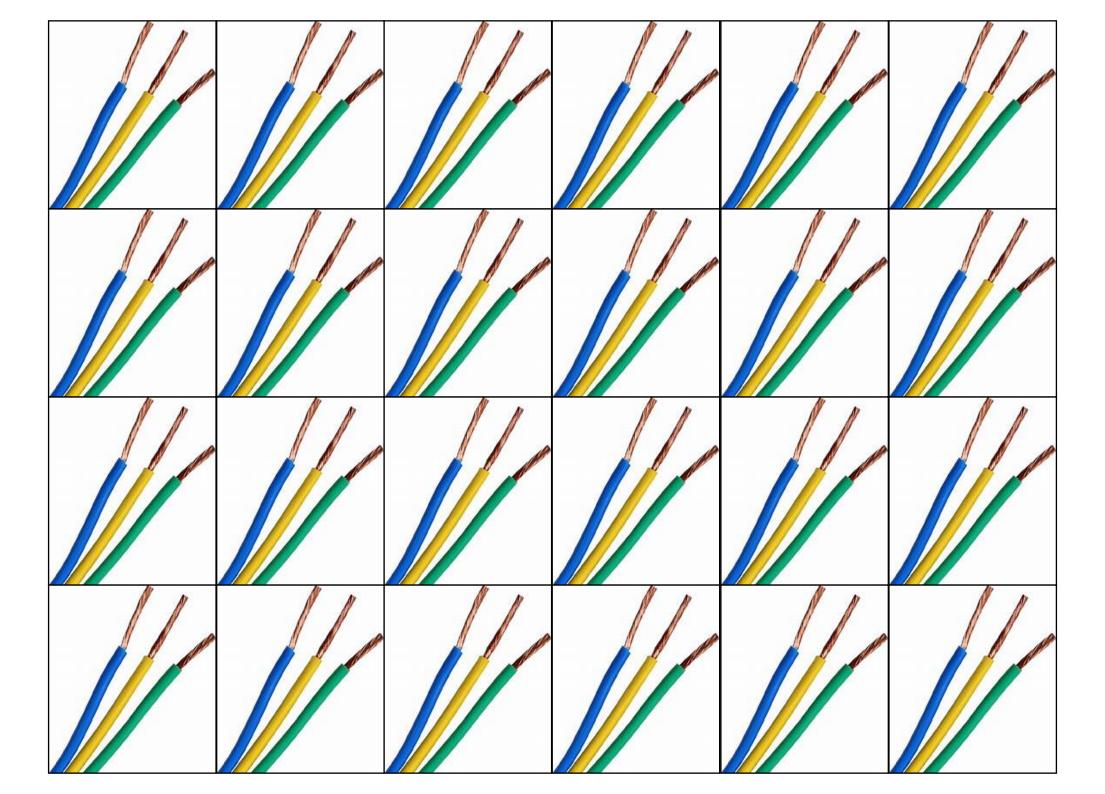
29. No, because the wire is damaged.

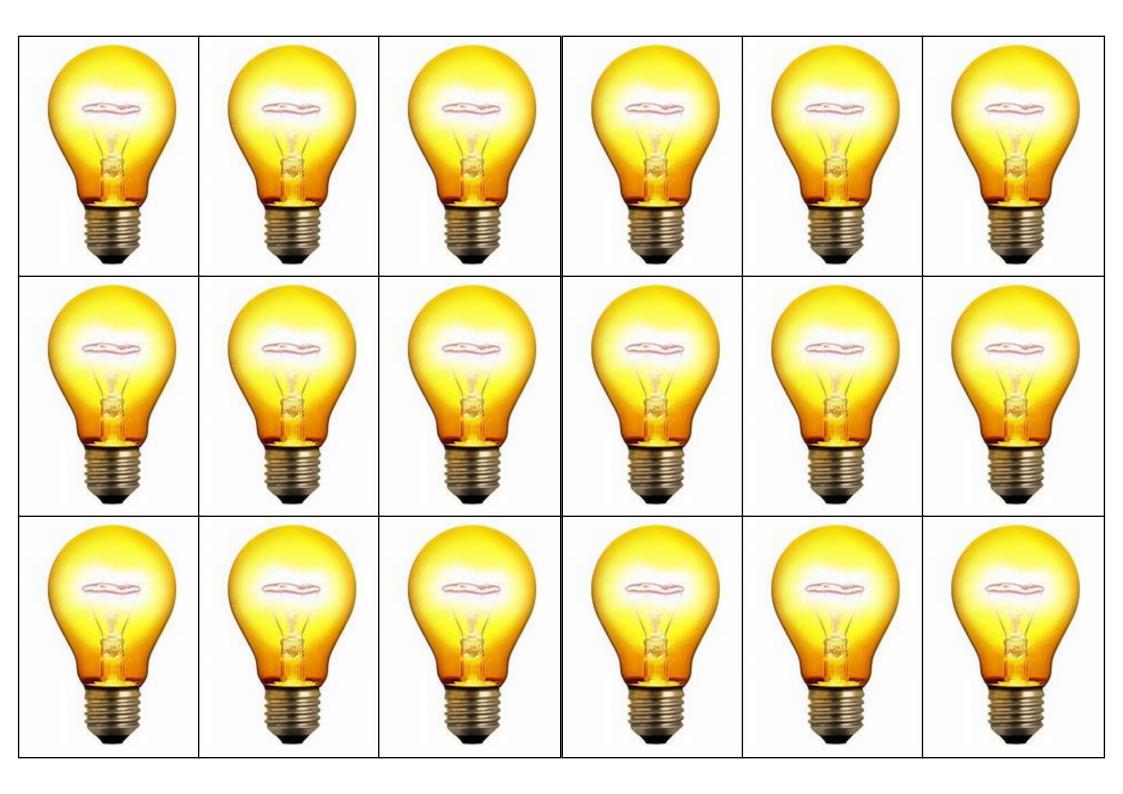
30. No, because the switch is open.

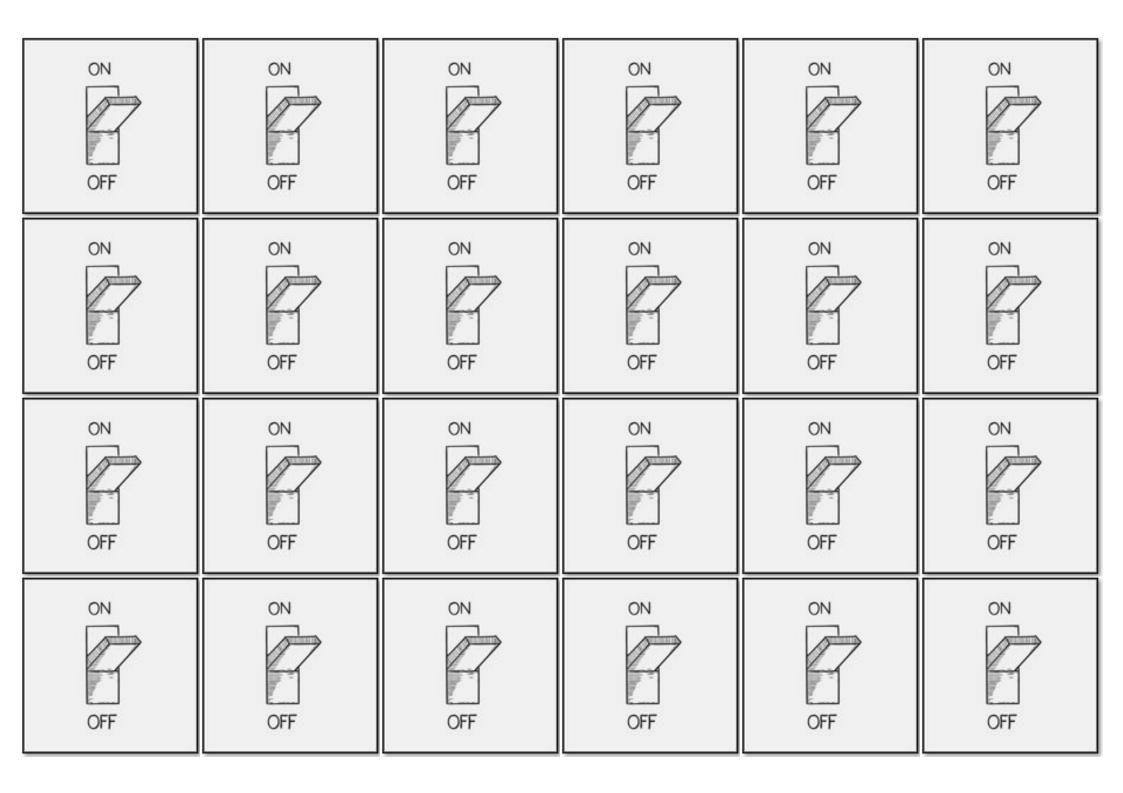
31. No, because the battery is not there in the circuit.

32. Yes, because the circuit is complete.



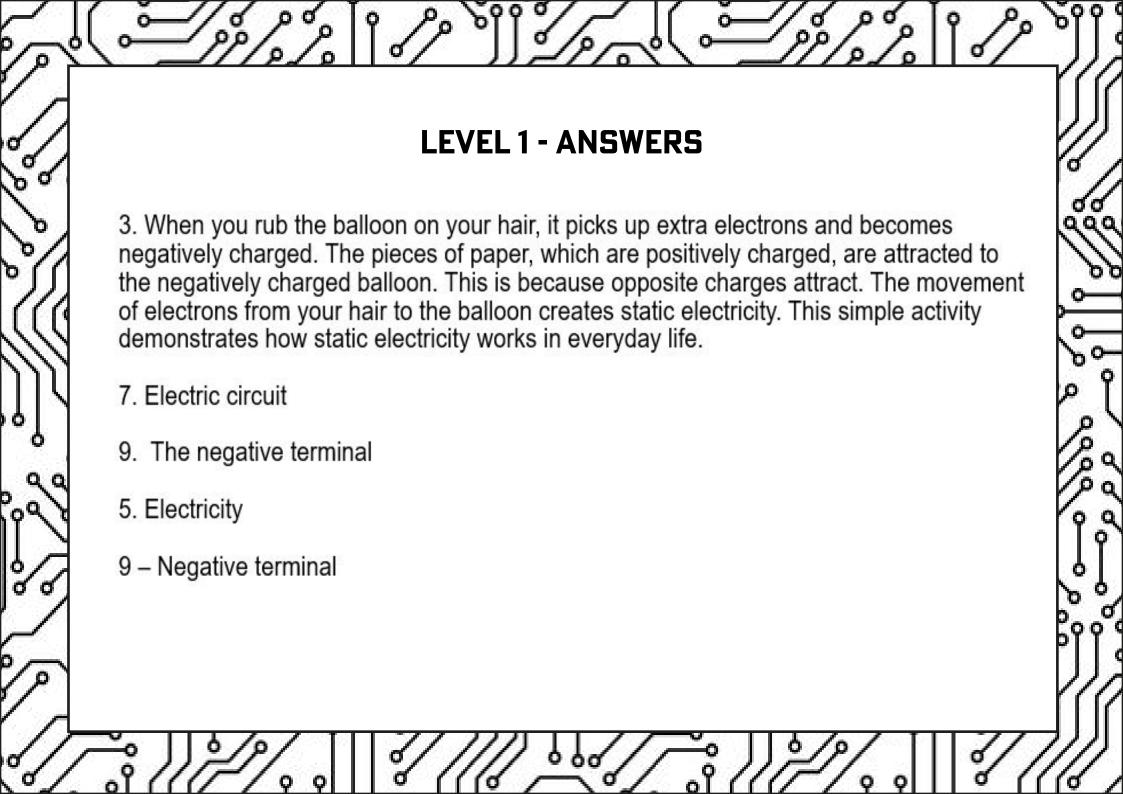


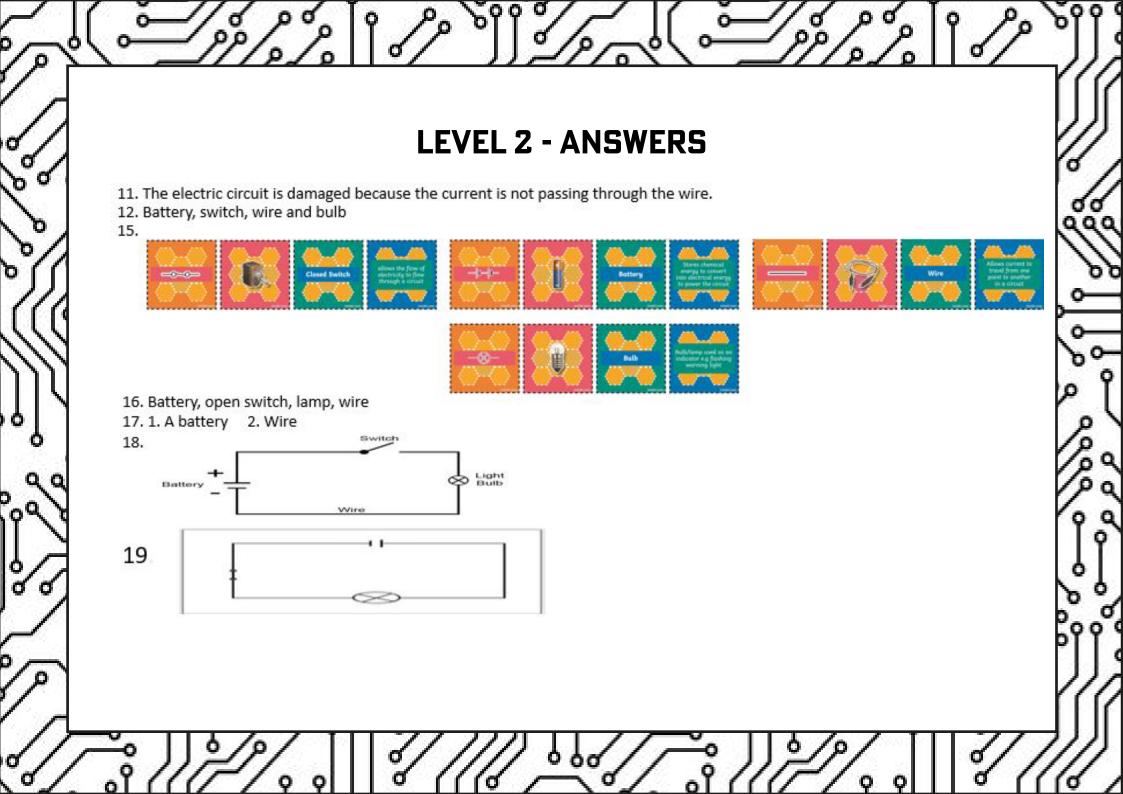


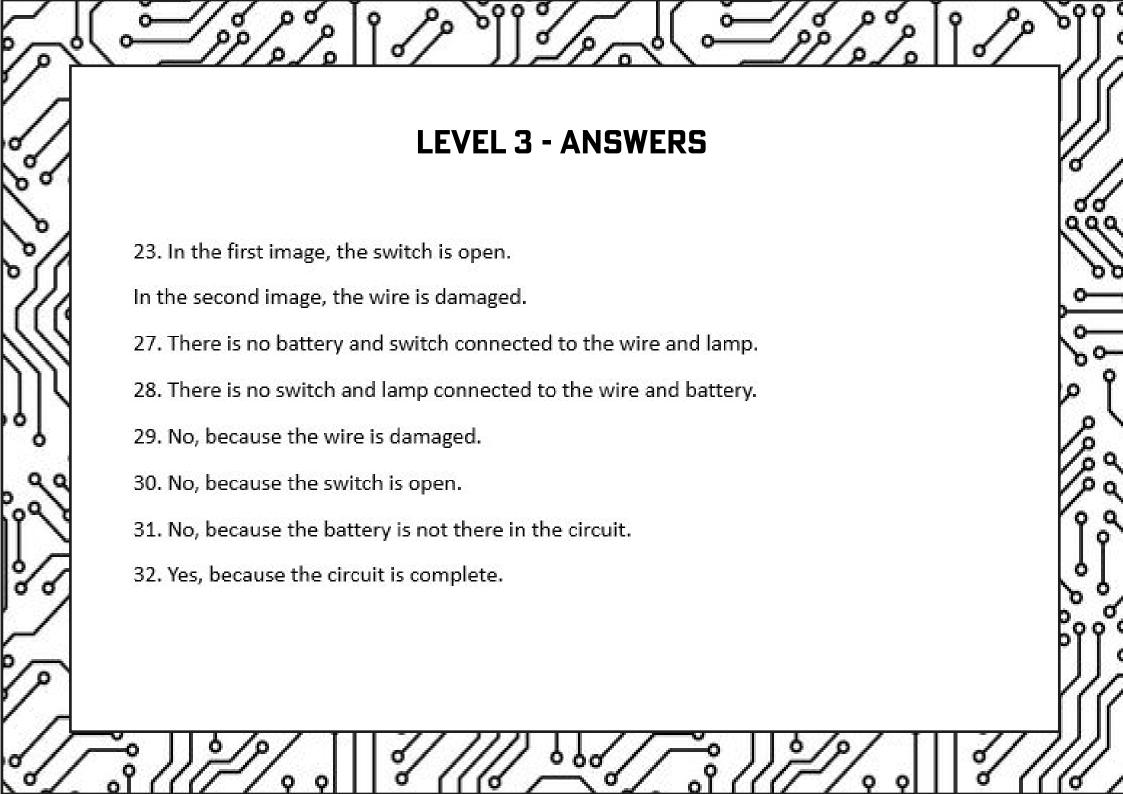




Points	Supplies
50 Points	1 Wire
100 Points	Bulb
100 Points	Battery
50 Point	Switch







# **LEVEL 4 - ANSWERS** 35. Switch Battery 36.