Maze-Builder Blueprint

MISSION PRINTABLE

Designer: _____ **Museum or store name:** _____

1. Your entrance is marked. Draw an EXIT somewhere else.
2. Draw ONE winding path from the entrance to the exit. Add arrows so visitors know the way.
3. Add 3 temptation stops along the path. Mark each one with a star.
4. Save your best thing for the end: your big WOW moment! Write WOW at that spot on your maze.
5. Design one mini-room display in the box below.

Map key

- Door: entrance or exit
- Arrow: which way to walk
- Temptation stop
- WOW — Your big wow moment

Safety first: Building your maze for real? Keep doors, exits and walkways clear, and ask a grown-up before you move any furniture.

My maze, seen from above

Each dot is one step



My mini-room display

Draw 3 things that look great together, like a rug, a lamp and a comfy chair.

Designer tip

First maze too easy? Rub it out and try again. Real designers make lots of versions!

Store Spy Scavenger Hunt

Spy: _____

Take this on your next trip to a big store with a grown-up. Tick each one you spot!

- ☐ **An arrow or sign that tells you which way to walk**
  Look down at the floor, too.
- ☐ **3 things grouped together like a mini-room**
  Like a lamp, a rug and a chair.
- ☐ **A temptation stop**
  Something placed exactly where you can't miss it.
- ☐ **A map or a shortcut**
  Ask your grown-up to help you look.
- ☐ **The last things you pass before you pay**
  Why do you think they're there?
- ☐ **A Boss Brain moment**
  Walk past something you want and say, "Not today!"

Spy sketch: draw the coolest mini-room you spotted.

2 ticks = Junior Spy | 4 ticks = Super Spy | 6 ticks = Master Mogul

Stay with your grown-up the whole time.

Ask a grown-up to help you cut here: one for you, one for a friend

Store Spy Scavenger Hunt

Spy: _____

Take this on your next trip to a big store with a grown-up. Tick each one you spot!

- ☐ **An arrow or sign that tells you which way to walk**
  Look down at the floor, too.
- ☐ **3 things grouped together like a mini-room**
  Like a lamp, a rug and a chair.
- ☐ **A temptation stop**
  Something placed exactly where you can't miss it.
- ☐ **A map or a shortcut**
  Ask your grown-up to help you look.
- ☐ **The last things you pass before you pay**
  Why do you think they're there?
- ☐ **A Boss Brain moment**
  Walk past something you want and say, "Not today!"

Spy sketch: draw the coolest mini-room you spotted.

2 ticks = Junior Spy | 4 ticks = Super Spy | 6 ticks = Master Mogul

Stay with your grown-up the whole time.

Boss-of-My-Brain Badge CUT-OUT

Color in your badges. Ask a grown-up to help you cut out your badge and punch a hole at the dot. Then clip it to your shopping plan.





My Boss Brain questions

1. Did I plan to get this?
2. Do I need it, or do I want it right now?
3. Will I still want it tomorrow?

It's fine to look. I decide what goes in the basket.

My Boss Brain questions

1. Did I plan to get this?
2. Do I need it, or do I want it right now?
3. Will I still want it tomorrow?

It's fine to look. I decide what goes in the basket.

My shopping plan

Make this list together with a grown-up before you go. Grown-ups still decide what the family buys. Clip your badge here!

- [ ]
- [ ]
- [ ]
- [ ]
- [ ]
- [ ]