



MIRROR MAZE

ACTIVITY SPECIFICS:

Tool type: Drawing Challenge

Our inspiration: Reflect

Format: Offline

Time needed: 30-40 min

SET-UP

- Printed maze sheets (one/player)
- A small hand-held mirror per player
- Pencils
- Optional: simple shape-tracing cards for warm-up.

Number of participants: 6-30

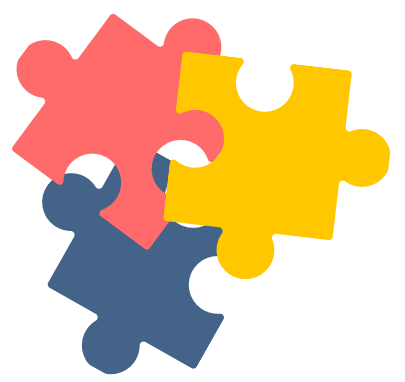
Focus (SLD topic)

- Dyspraxia
- Visual-spatial processing
- Fine motor coordination
- Perceptual inversion

ACTIVITY OVERVIEW



Mirror Maze is a reflection-based drawing challenge where participants use a hand-held mirror to trace paths through printed mazes or complete simple tasks. By relying only on the mirror’s reflection to guide their pencil, players experience firsthand how visual perception and fine motor control interact – turning perceptual inversion into something fun and thought-provoking. The activity builds empathy around visual processing challenges linked to SLDs.



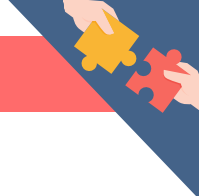
MIRROR MAZE

INSTRUCTIONS / STEPS

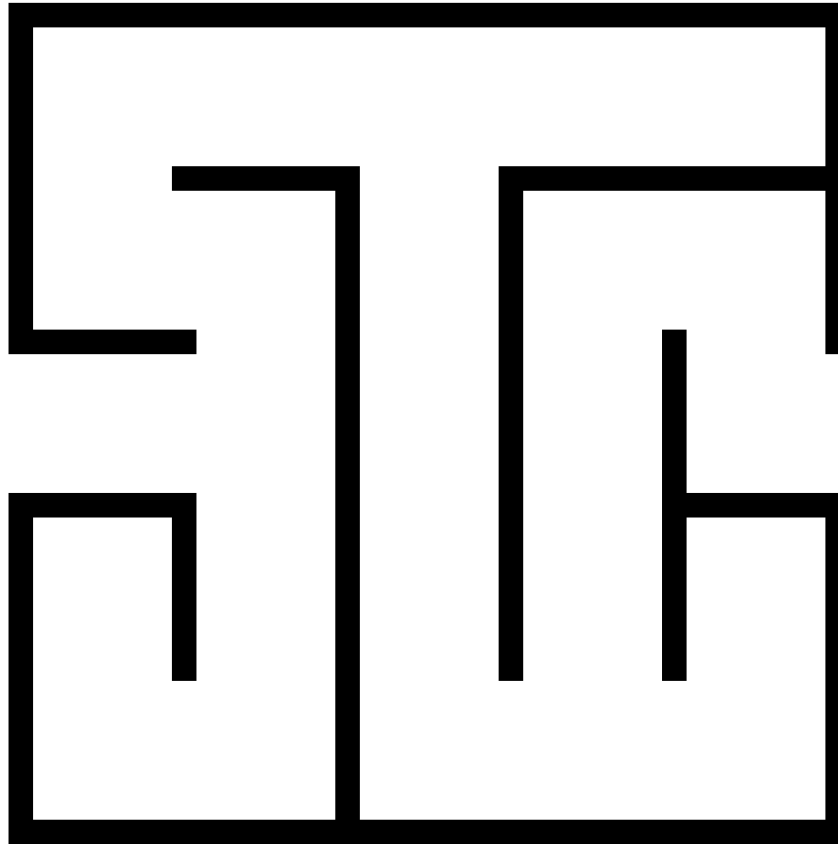
1. Hand each participant a printed maze sheet and a mirror.
2. Warm up: ask participants to trace a simple shape (e.g. a star) while looking only at its reflection in the mirror – not at their hand or the paper directly.
3. Main challenge: participants must navigate through the maze using only the mirror's reflection to guide their pencil. They cannot look at the paper directly.
4. Run 2-3 rounds with different maze levels (easy, medium, hard). Participants can also try completing written tasks (copying a word) using the mirror.
5. Debrief: discuss what felt confusing or frustrating, and how this connects to visual processing challenges experienced by people with Dyspraxia or other SLDs.

Facilitator Note: This activity is not intended to fully reproduce the experience of a person with dyspraxia or any other SLD, but giving players a glimpse of how those difficulties can feel.

MIRROR MAZE



START

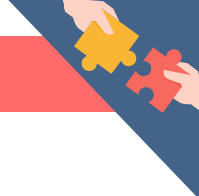


FINISH

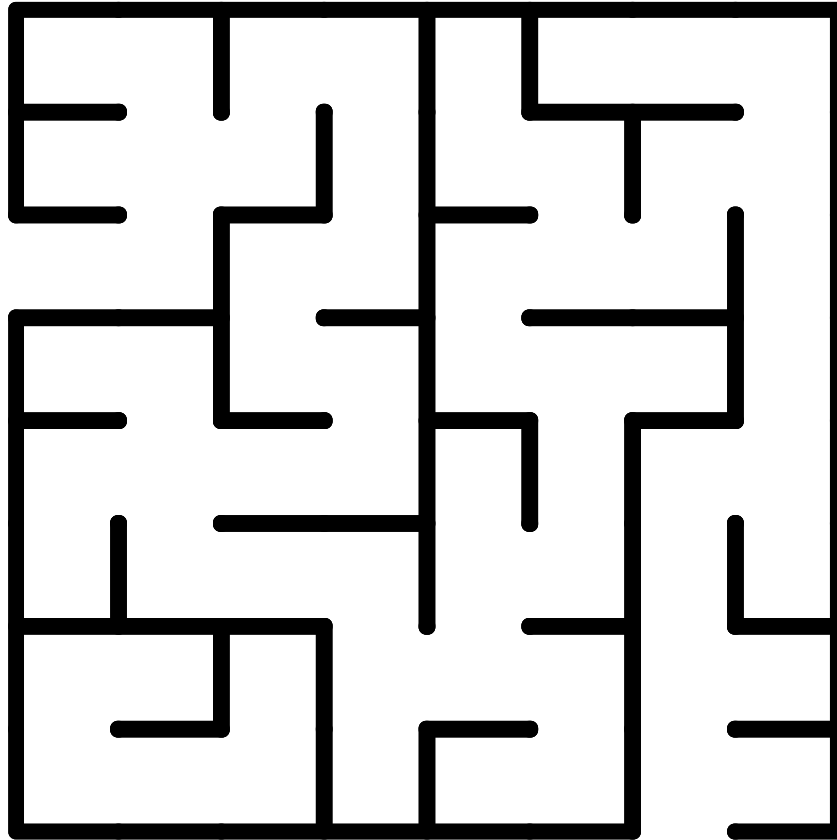
A black and white line drawing of a complex maze. The maze is composed of thick black lines forming a series of interconnected paths and dead ends. The layout is irregular, with several large open spaces and narrow corridors. The maze starts from the left edge and branches out towards the right, with a final exit point on the far right. The overall shape is roughly rectangular, with some internal walls creating a complex network of paths.

FINISH

MIRROR MAZE



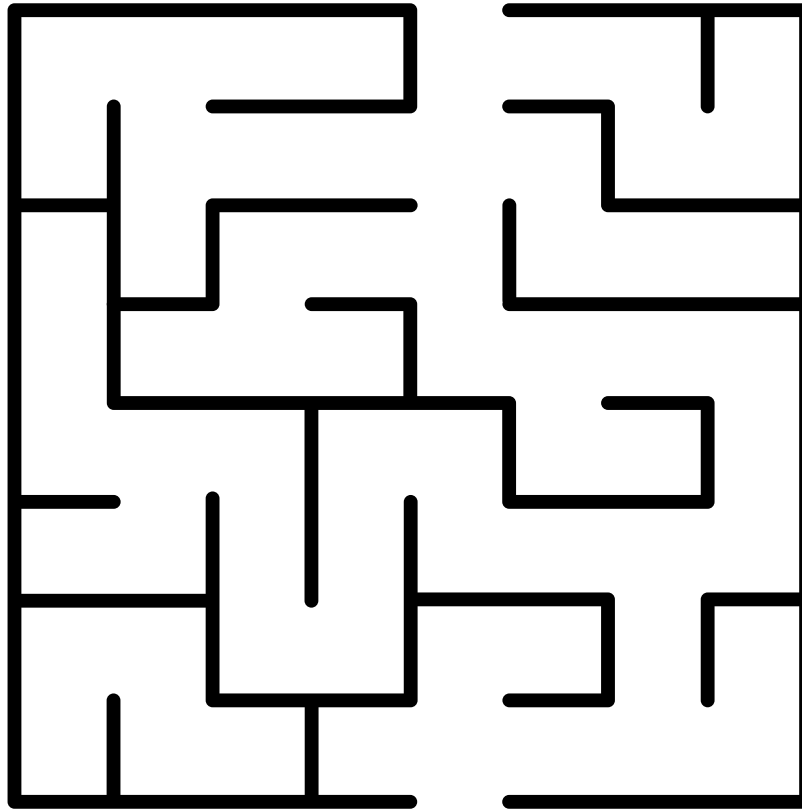
START



FINISH

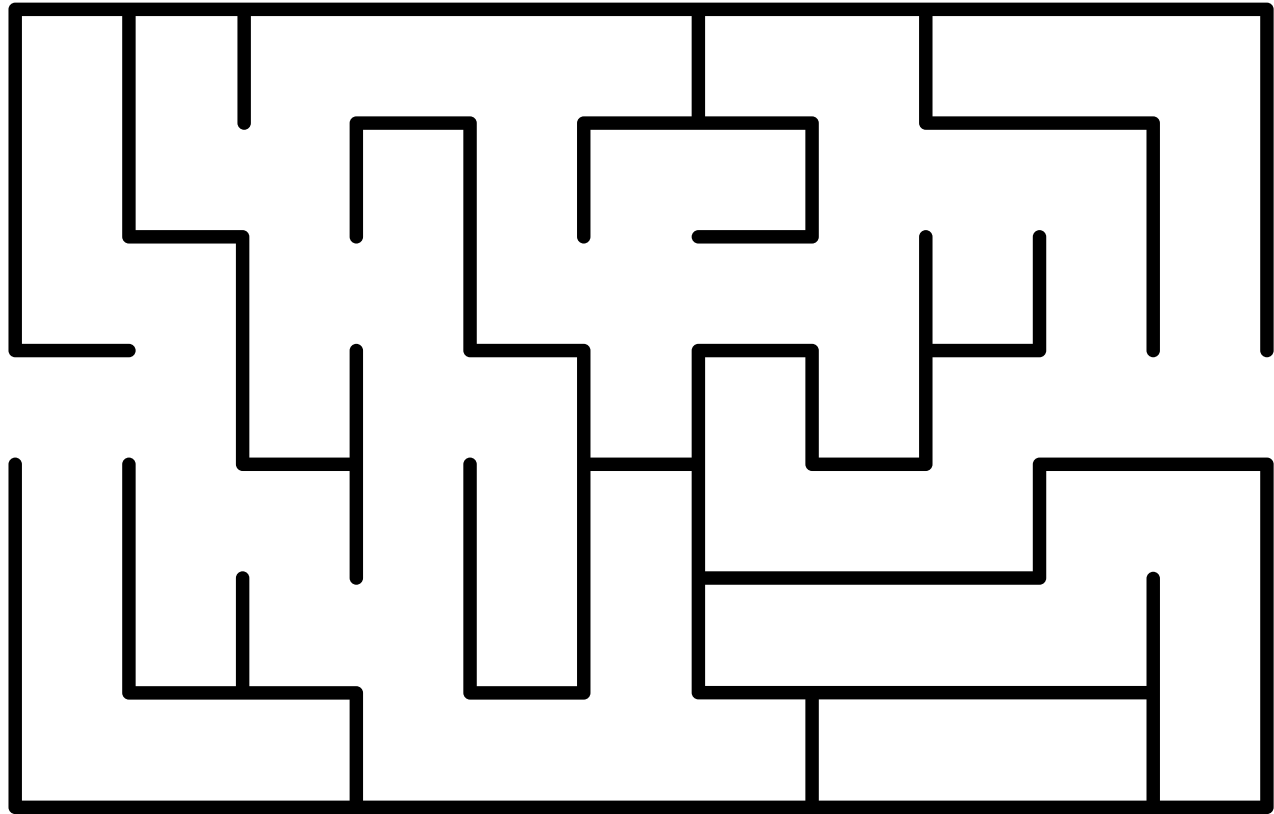
MIRROR MAZE

START



FINISH

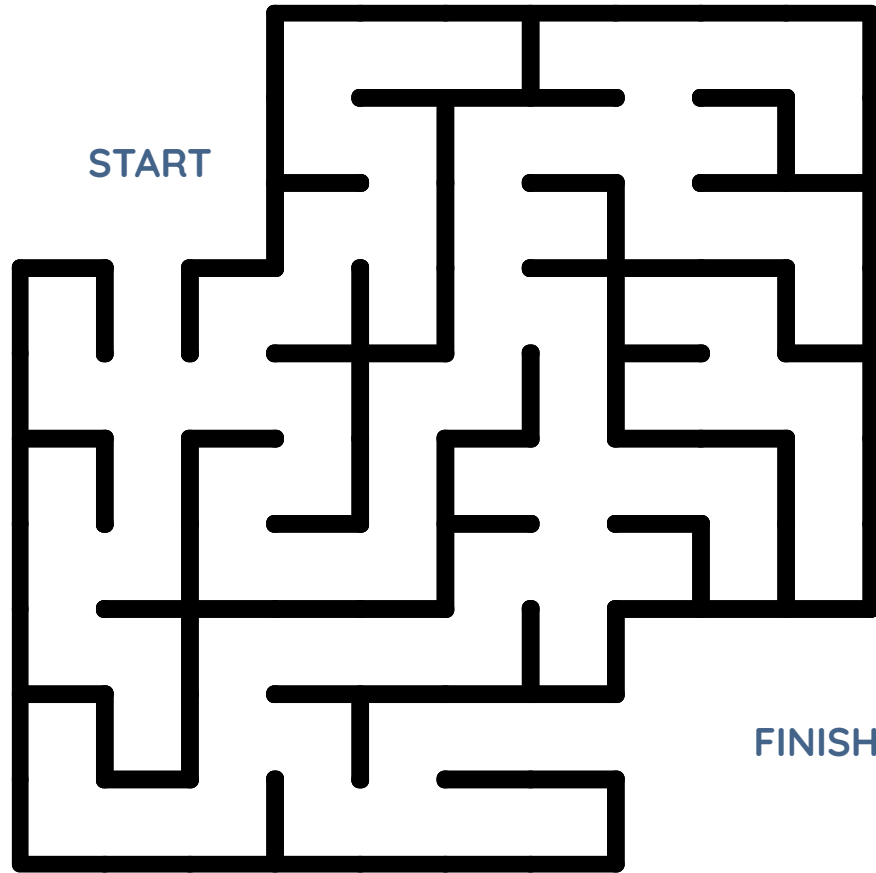
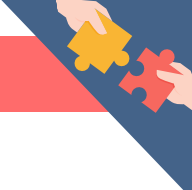
MIRROR MAZE



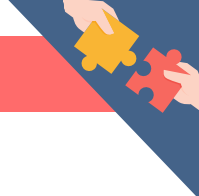
START

FINISH

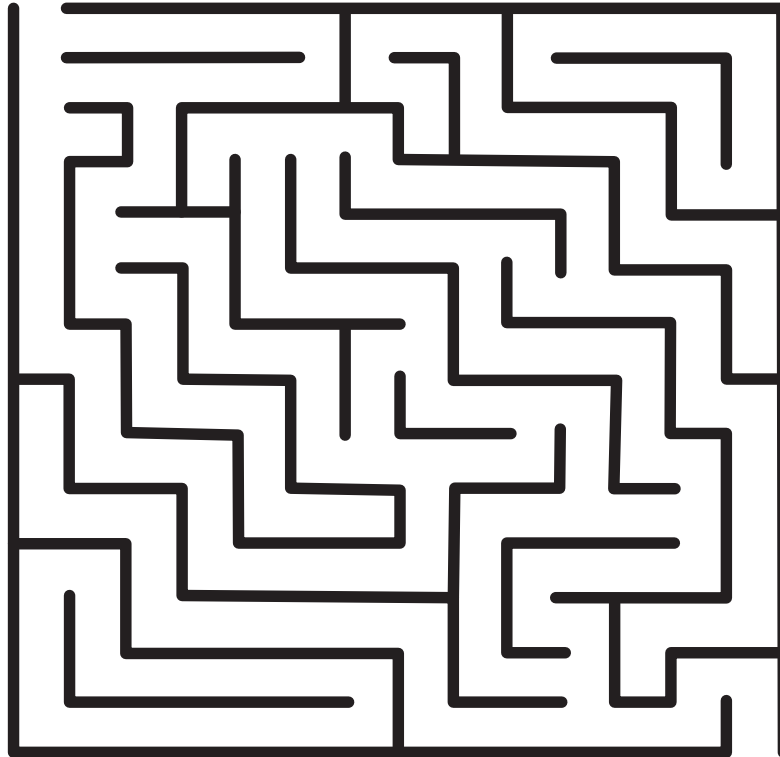
MIRROR MAZE



MIRROR MAZE

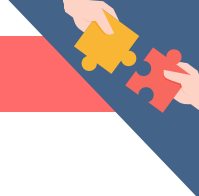


START

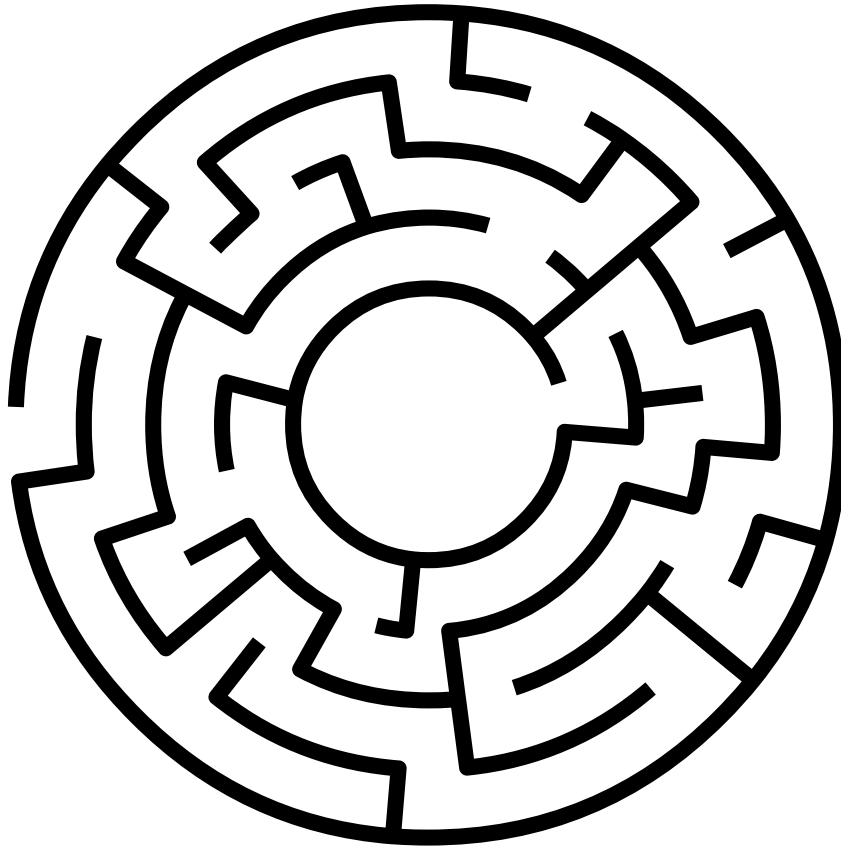


FINISH

MIRROR MAZE



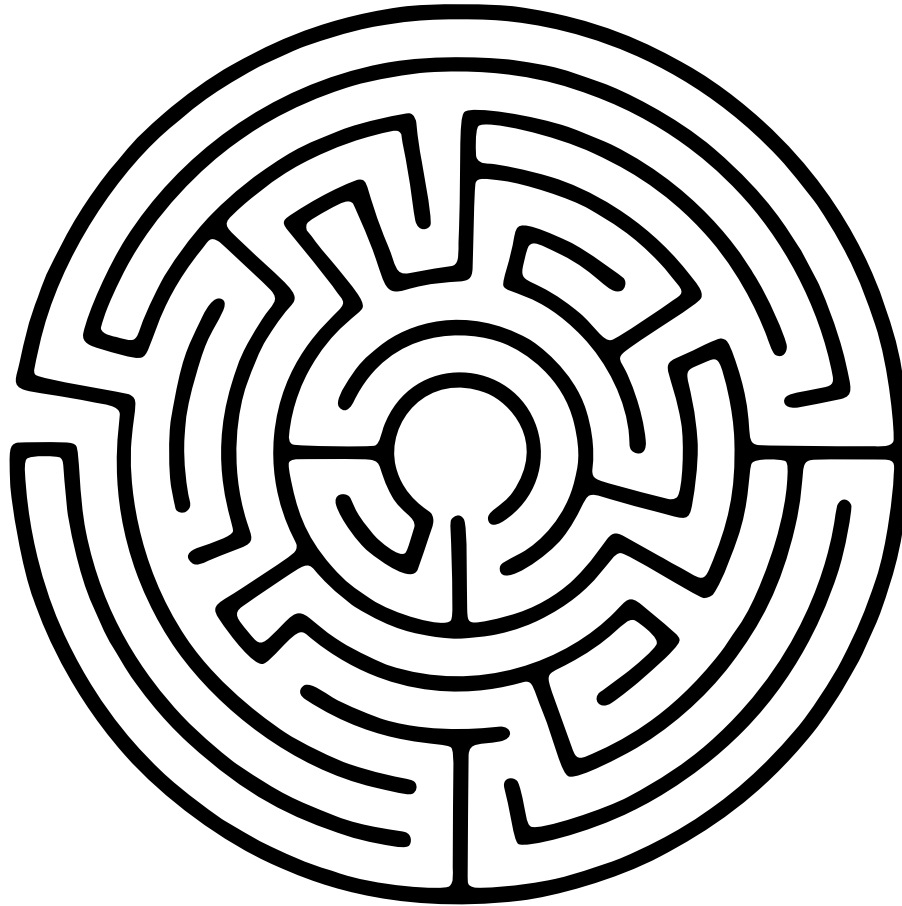
START



MIRROR MAZE

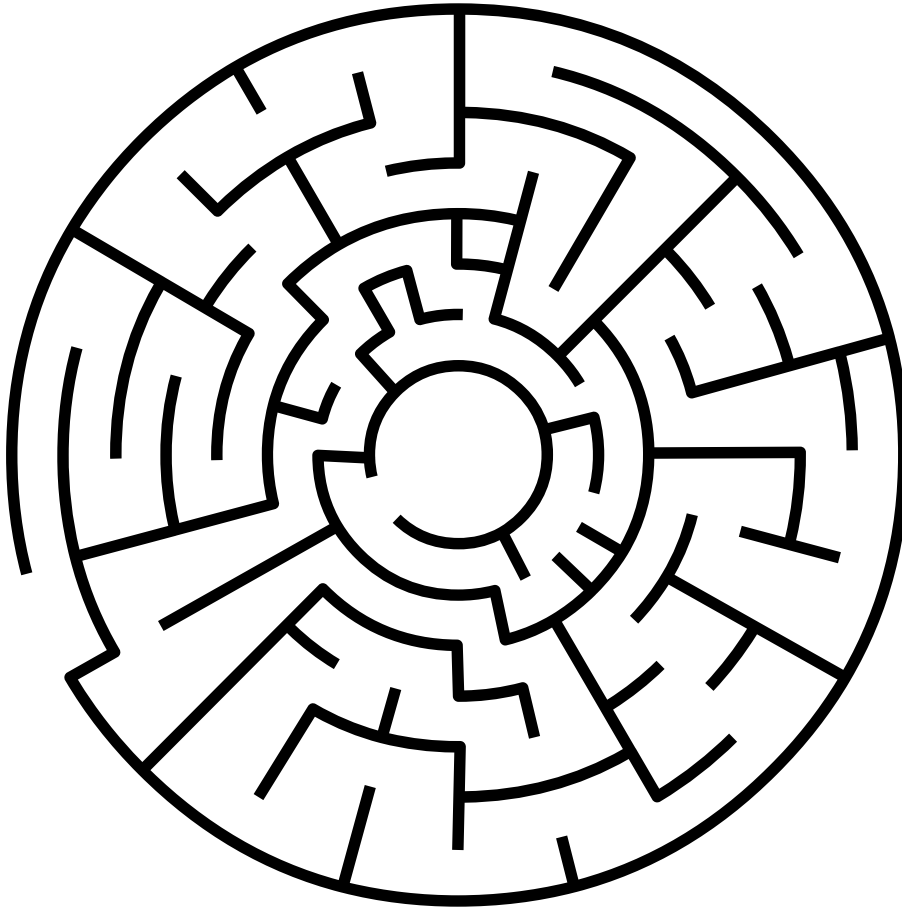


START

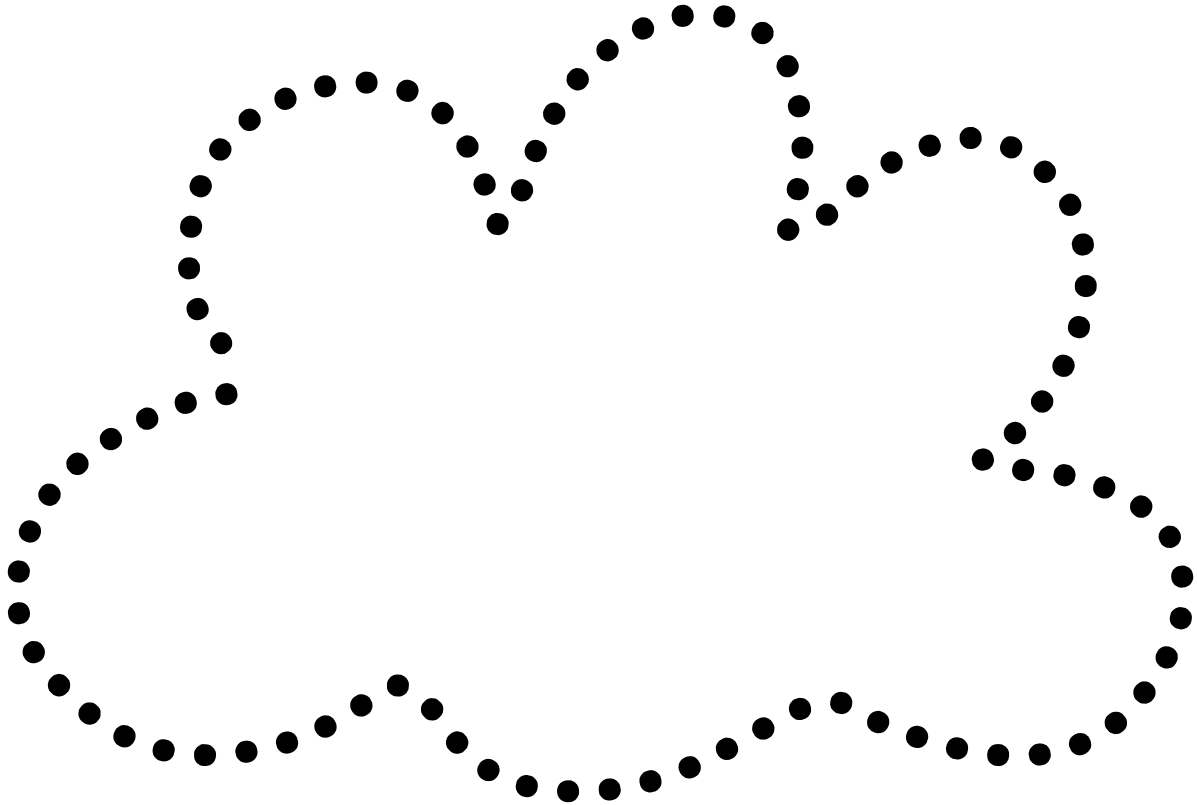


MIRROR MAZE

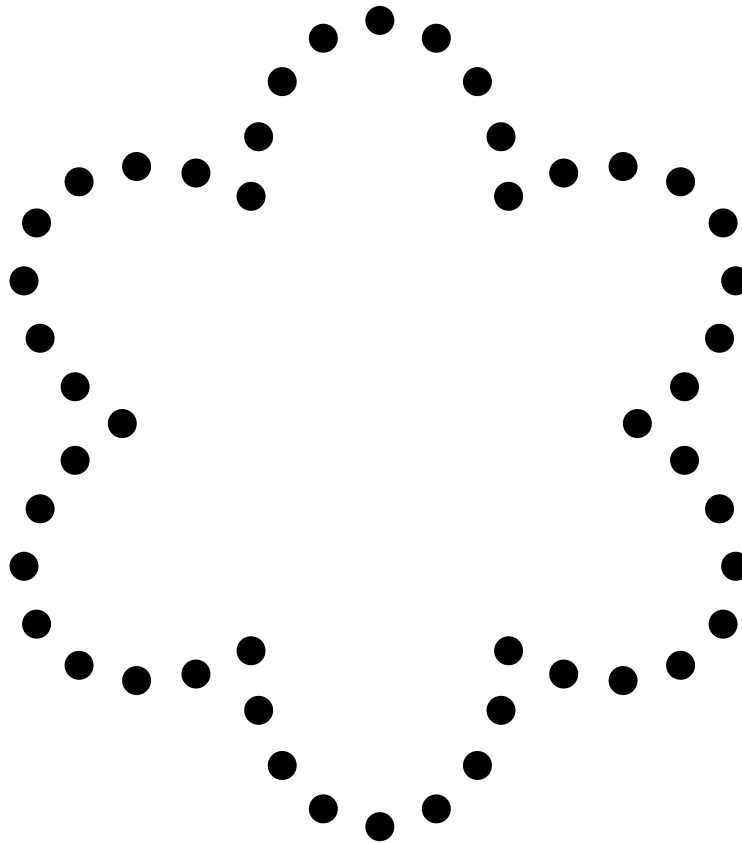
START



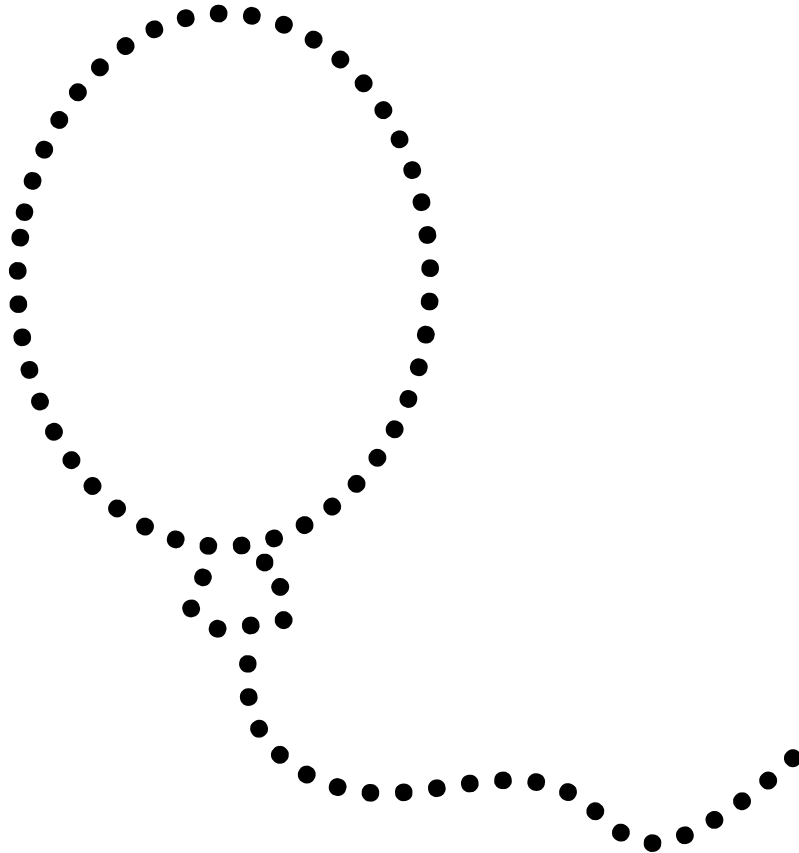
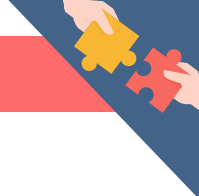
MIRROR MAZE



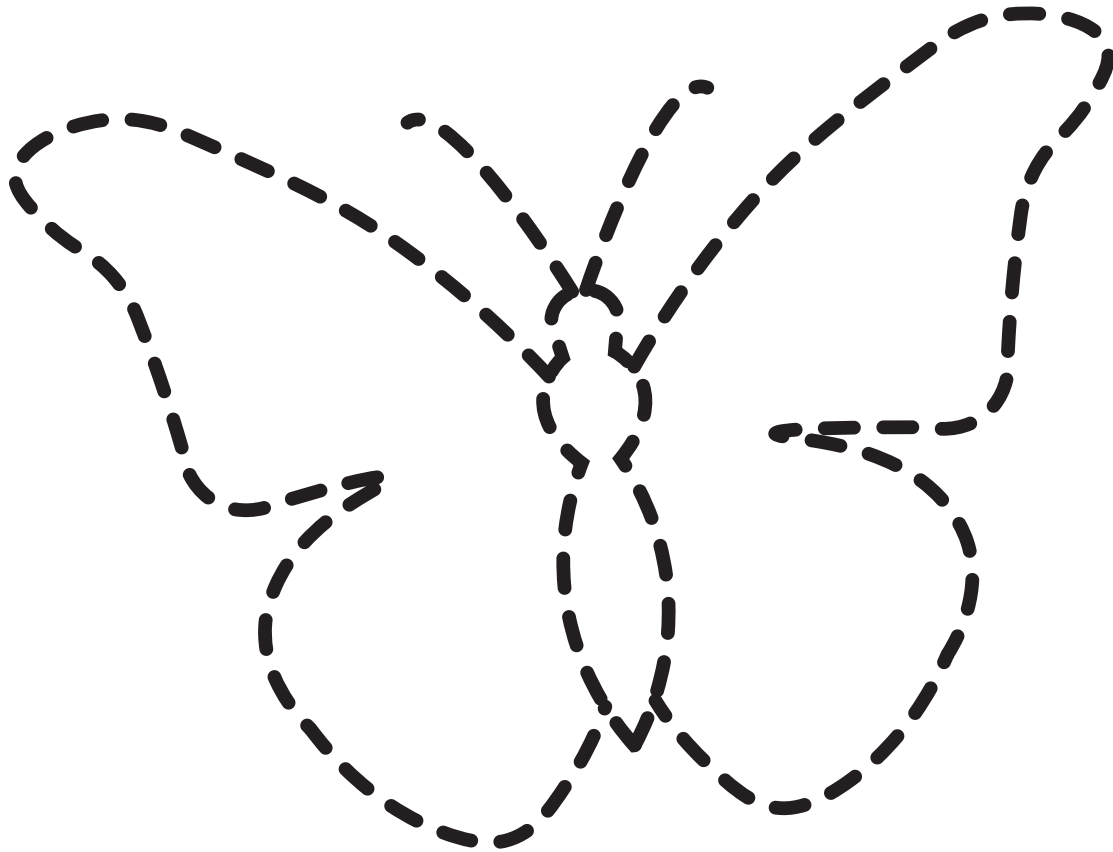
MIRROR MAZE



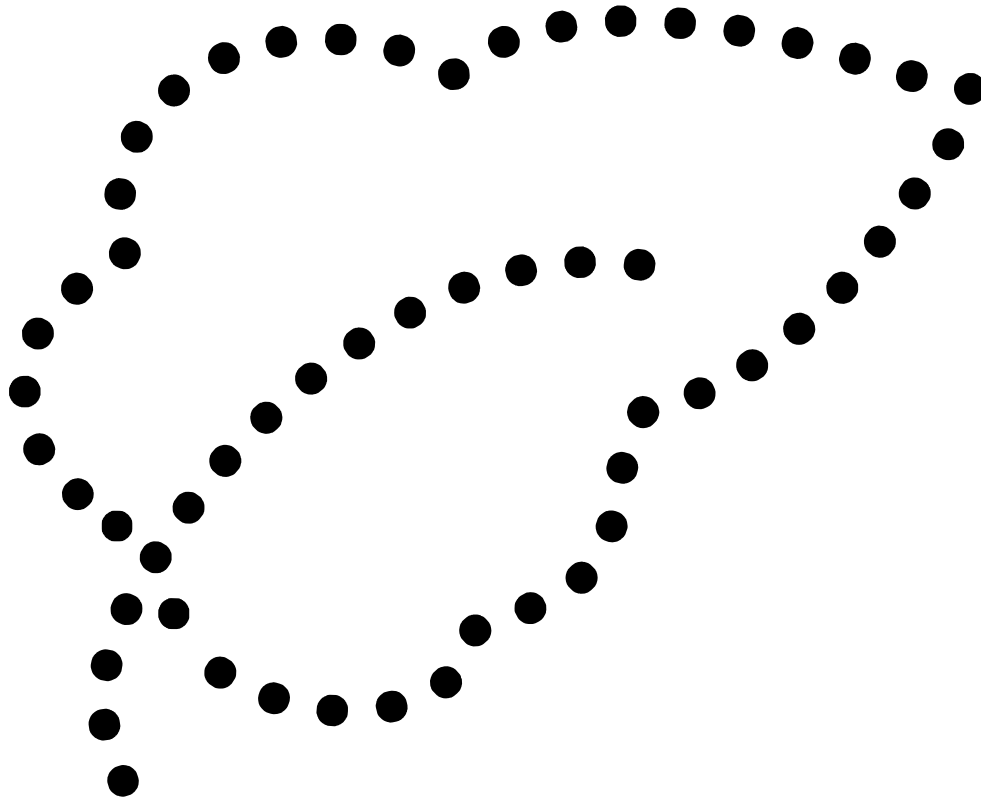
MIRROR MAZE



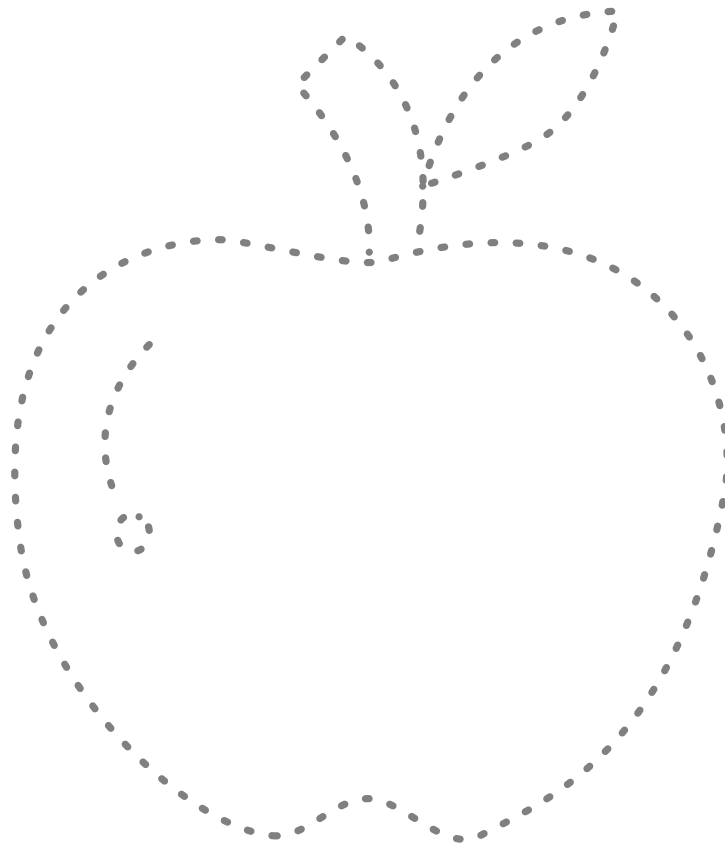
MIRROR MAZE



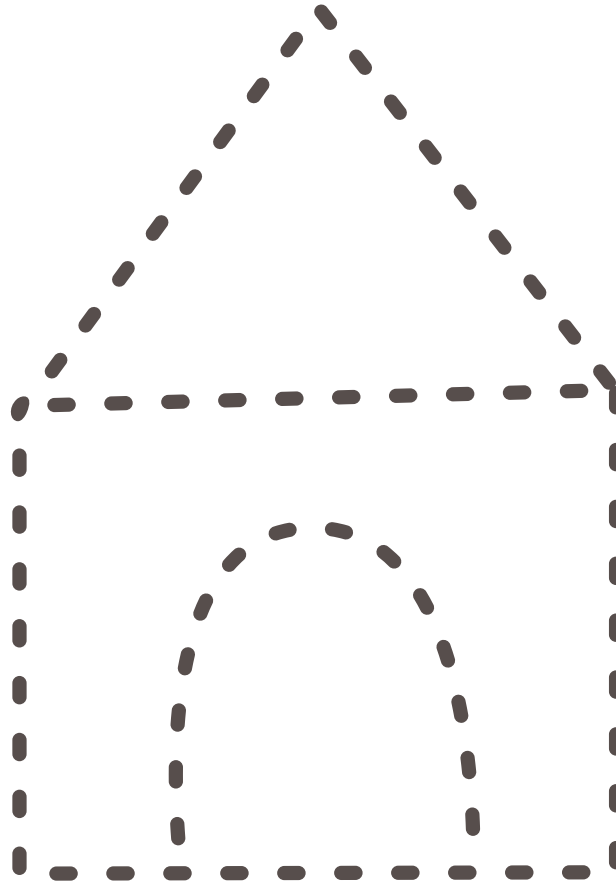
MIRROR MAZE



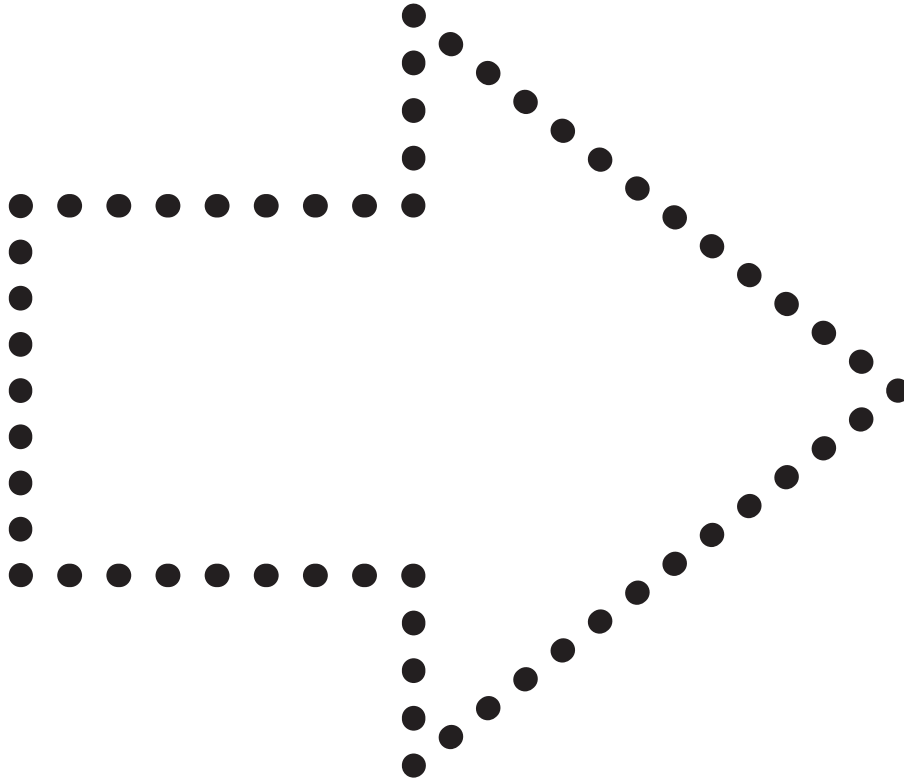
MIRROR MAZE



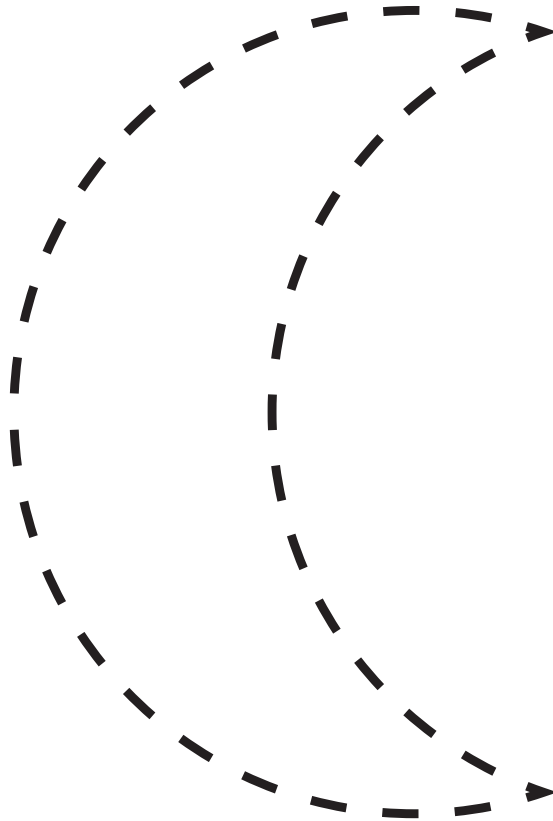
MIRROR MAZE



MIRROR MAZE



MIRROR MAZE



MIRROR MAZE

