

Name: _____

Labyrinth

by Kelly Hashway

As Marcus, Lexi, and Adam walked up to the giant cornfield labyrinth, their eyes widened in amazement.

"We have to race through that?" Lexi asked.

Adam nodded. "The team with the fastest time wins."

"But it's all chance, isn't it?" Lexi asked. "You just keep wandering around until you find the way out."



"Yeah, and turn around every time you come to a dead end," Adam said. "But we have as good a chance as any other team."

Marcus was quiet as he stared at the entrance to the maze. He wondered if the game really was all about chance or if there was something more to it.

Marcus, Lexi, and Adam waited for their turn in the maze, and the longer they waited the more nervous they got.

"What if we can't find our way out?" Lexi asked.

"Don't worry," Adam said. "They have white flags on long poles all over the maze. All you have to do is raise one up, and they send someone to get you."

When their turn arrived, they stood at the entrance, waiting for the whistle that would start the clock. The second it blew, they raced straight ahead and came to an intersection.

"Which way?" Lexi asked.

"Left?" Adam suggested.

They went left, and after a while they reached a dead end. They raced back to the intersection and headed to the right. When they came to a new intersection, Adam thought he

had this figured out.

"The last one was right, so this one must be left."

They raced to the left, but were met by another dead end. They backtracked again.

Adam insisted left had to be next after two rights, and this time he was correct. But after a few missed tries, they discovered the next two turns were left as well.

Marcus stopped when they came to another intersection. "Right, right, left, left, left."

"What?" Lexi asked.

"I think it's a pattern. Remember Adam said they put white flags in here to help people who get lost?"

"Yeah," Adam said. "Come on. We're wasting time."

Marcus held up his hands. "Wait. I think they use a pattern to help them find people who get lost. It's right, right, left, left, left."

Lexi and Adam looked at each other and shrugged.

Marcus led the way, and the pattern seemed to be working. They didn't hit a dead end. They picked up the pace, running to make up time now that they were convinced they'd figured out the maze.

They reached the exit and ran out into the crowd. The judge stopped the clock and smiled. "Well, it looks like we have our winners by about ten seconds."

Marcus smiled, proud of himself for figuring out the pattern behind the labyrinth.

Name: _____

Labyrinth

by Kelly Hashway



1. What is the definition of a labyrinth?
 - a. a maze
 - b. a cornfield
 - c. a group of friends
 - d. a pattern

2. What are the white flags in the corn maze for?
 - a. They help people see how to get through the maze.
 - b. They mark a path for people to follow.
 - c. They are used to signal for help if you get lost.
 - d. They are placed at the end of the maze to mark the finish line.

3. Who figured out the pattern in the corn maze? _____

4. Reread the sentence from the story and choose the best definition for the underlined word.

When they came to a new intersection, Adam thought he had this figured out.

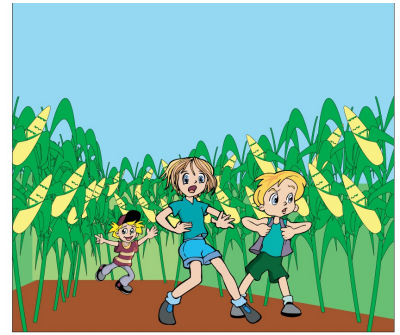
The underlined word means...

- a. place where two roads meet
 - b. place where a road ends; dead end
 - c. place where there is a curve in the road
 - d. bench on the side of a road or path
-
5. During which season (summer, spring, winter, fall) does this story probably take place?
How do you know?

Name: _____

Labyrinth

by Kelly Hashway



The words below are scrambled words from the story.
Unscramble each word and write it on the line. Check
back in the story to make sure each word is spelled correctly.

1.

e	r	a	e
t	n	c	n

Clue: starting point; place where you go in

2.

r	l	i	f	o
d	e	c	n	

Clue: place where corn is grown

3.

t	t	e	p
r	a	n	

Clue: a repeated action or design

4.

c	e	r	s	i	o
t	t	e	n	i	n

Clue: place where two paths cross

5.

p	e
a	c

Clue: speed

6.

e	d	u
j	g	

Clue: person in charge of declaring a winner; referee

Name: _____

Labyrinth

by Kelly Hashway

In the story, "Labyrinth," Marcus, Lexi, and Adam are competing in a corn maze race. They need to get through a corn maze more quickly than the other teams in order to win.



Describe a time when you participated in a competition. Describe the event, who you were with, and what the experience was like for you.

ANSWER KEY

Labyrinth

by Kelly Hashway

1. What is the definition of a labyrinth? **a**
 - a. **a maze**
 - b. a cornfield
 - c. a group of friends
 - d. a pattern
2. What are the white flags in the corn maze for? **c**
 - a. They help people see how to get through the maze.
 - b. They mark a path for people to follow.
 - c. **They are used to signal for help if you get lost.**
 - d. They are placed at the end of the maze to mark the finish line.
3. Who figured out the pattern in the corn maze? **Marcus**
4. Reread the sentence from the story and choose the best definition for the underlined word.

When they came to a new intersection, Adam thought he had this figured out.

The underlined word means... **a**
 - a. **place where two roads meet**
 - b. place where a road ends; dead end
 - c. place where there is a curve in the road
 - d. bench on the side of a road or path
5. During which season (summer, spring, winter, fall) does this probably story take place? How do you know?

This story probably takes place in the fall because that is when corn stalks are tallest.
Most corn mazes are only open in the fall.

ANSWER KEY

Labyrinth

by Kelly Hashway

The words below are scrambled words from the story. Unscramble each word and write it on the line. Check back in the story to make sure each word is spelled correctly.

1.

e	r	a	e
t	n	c	n

entrance

Clue: starting point; place where you go in

2.

r	l	i	f	o
d	e	c	n	

cornfield

Clue: place where corn is grown

3.

t	t	e	p
r	a	n	

pattern

Clue: a repeated action or design

4.

c	e	r	s	i	o
t	t	e	n	i	n

intersection

Clue: place where two paths cross

5.

p	e
a	c

pace

Clue: speed

6.

e	d	u
j	g	

judge

Clue: person in charge of declaring a winner; referee