

Trigger Cards — Print and Cut

Instructions: Print this page, cut out the 12 cards, and place them face-down on maze grid squares before the lesson. One card per square (you won't use all squares).

BONUS SQUARE	TRAP SQUARE	KEY SQUARE
IF score < 10: score = score + 5	IF key = True: skip trap safely	You find a key!
ELSE: score = score + 2	ELSE: health = health-3	key = True score = score + 5

SHORTCUT	HEALING POTION	ICY FLOOR
IF health > 5: skip 2 squares	health = health + 4	Flip a coin: HEADS: slip back
ELSE: normal move	(No condition – always applies)	1 square TAILS: proceed

LOCKED BRIDGE	GOLD COINS	GUARD
IF key = True: cross bridge	score = score + 10	IF score > 20: guard lets you

ELSE:	(No condition –	pass freely
return to row	always applies)	ELSE: wait 1 turn
start		(lose a move)

TELEPORT	DOUBLE BONUS	SAFE SQUARE
Move directly to	score = score × 2	Nothing happens.
square B3.		
(No condition)	(No condition –	Take a breath.
	always applies)	