Maze Flowchart Worksheet

Name: _____ **Date:** _____

Flowchart Shape Key

Shape	Name	Used for
Oval / Rounded rectangle	Start / End	The beginning and end of the process
Rectangle	Action	Something that happens (e.g., score = score + 5)
Diamond	Decision	A yes/no question (e.g., Is key = True?)

Diamond rule: Every diamond has exactly TWO exits — one for YES, one for NO.

My Maze Journey Flowchart

Draw your maze journey as a flowchart. Use the shapes above. Include a diamond for every trigger card that had an IF/ELSE.

```
        ┌─────────┐
        │  START  │
        └─────────┘
             │
             ▼
        ┌─────────┐
        │         │   ← Action (write what happened)
        └─────────┘
             │
             ▼
        ◇─────────◇   ← Decision diamond (write the yes/no question)
       /           \
     YES            NO
     /               \
     ▼               ▼
   ┌─────┐         ┌─────┐
   │     │         │     │
   └─────┘         └─────┘
      │               │
      └───────┬───────┘
              │
              ▼
          ┌─────┐
          │     │
          └─────┘
              │
              ▼
```
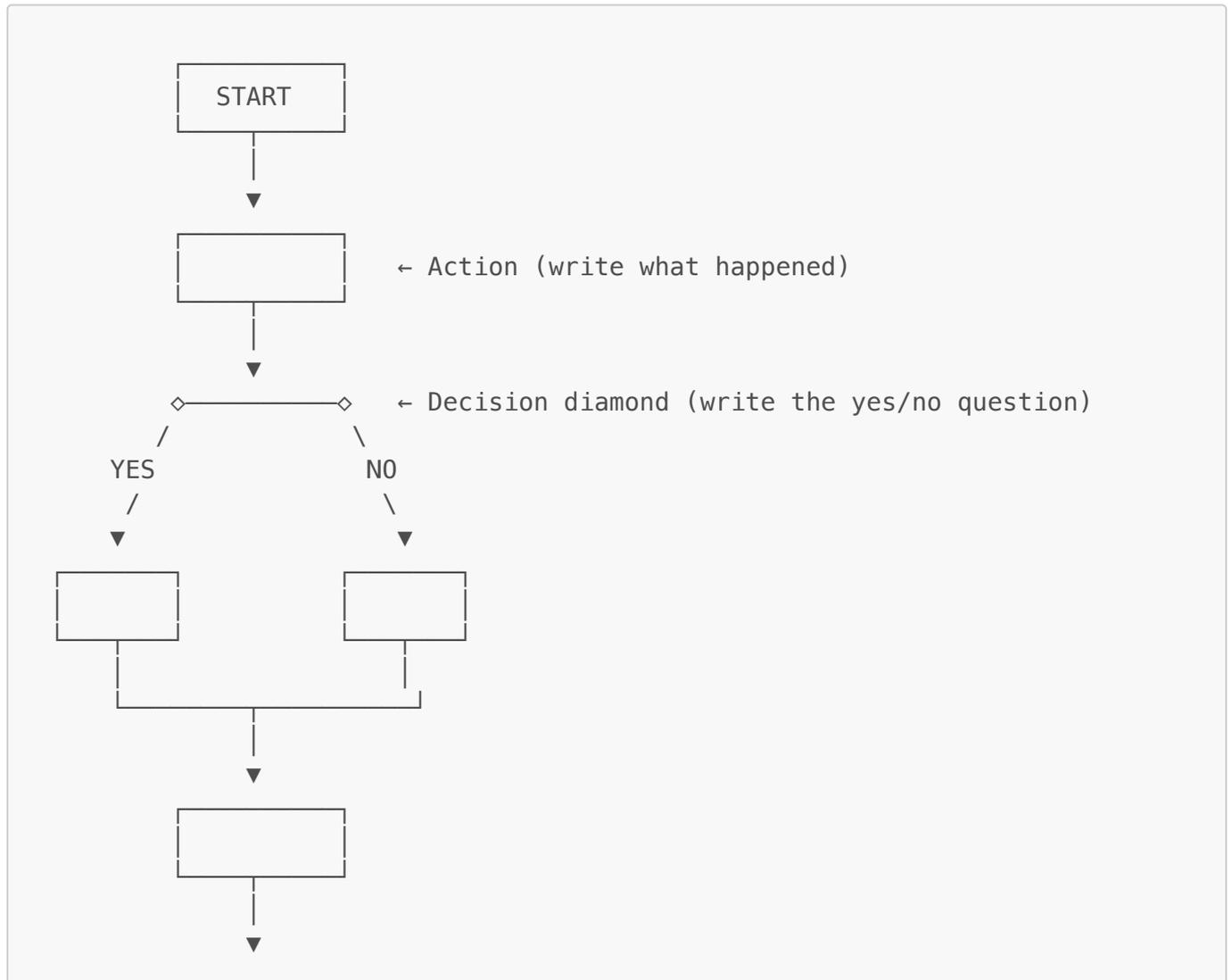
```
    ... continue on back of sheet ...

              |
              ▼
         ┌──────────┐
         │   EXIT   │
         └──────────┘
```

IF/ELSE Code

Choose the most interesting trigger card you landed on. Write its rule as IF/ELSE code:

```
   IF _____ :
         _____
         _____
   ELSE:
         _____
         _____
```

Starting values before this card: SCORE = ___, HEALTH = ___, KEY = ___

Values after — if condition was TRUE: SCORE = ___, HEALTH = ___, KEY = ___

Values after — if condition was FALSE: SCORE = ___, HEALTH = ___, KEY = ___

Reflection

What is an IF without an ELSE? What happens when the condition is false?

Can a diamond in a flowchart ever have three exits? Why or why not?