

Amazing

by Tina Willoughby

What if you were lost in the middle of a large cornfield? The corn is almost 10 feet tall. You turn right or left on a path only to find that you are going deeper into the field. You are completely surrounded by corn.


Is it a bad dream? No, it's just a life-size maze made out of tall corn plants. A maze is a puzzle with many paths. You've won the game when you've found your way out. Most mazes are puzzles you can solve on paper. Life-size mazes are puzzles in a field or large garden. The paths have high walls made of hedges or other plants.

One company makes huge mazes in cornfields. Their mazes can be planted in any shape, like a plane, a train, or even a dinosaur. They are not meant to last forever. At the end of the growing season, the corn is cut down, and the maze disappears.

Mazes are fun for all ages. Children run through the mazes pretending to be in a video game. Older people stroll through them more slowly. A beginner might take an hour or two to walk through the maze. Experts can go in and out of a maze in about 20 minutes.

If you are completely lost, don't worry—you can get help. The paths have mailboxes with clues to the way out. Maze masters stand on a platform high above the maze. They can see inside the maze and can tell people which way to go. To get the maze master's help, people wave flags on long poles. Then the maze master yells out to them, telling them which way to turn.

Although mazes can be confusing, they can be just plain fun, too. There's nothing corny about it!

Resource Links RDI Book 1: p. 339

SAM Keyword: Detail

Use with page 288.

Read for Detail

Bits of information about a topic are called **details**. Details can help you answer questions and find specific information. To find the important details in a text, ask: *who?* *what?* *where?* *when?* *why?* and *how?*

Use these boxes to record details.

Passage: _____

Who?

What?


Where?

When?

Why?

How?

Resource Links

 RDI Book 1: p. 391
SAM Keyword: Detail