

CLUES AND CODES

Welcome to Holiday Heroes!
Week 1 is all about **codes and clues!**
How many can you complete?

Collect your credits!
Claim 1 credit for each activity you do. Log the activity on Aspire to unlock your credit!
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(You can only log each activity once.)

1: CAESAR'S CIPHER

Caesar's cipher is a way to send secret messages by moving all letters of the alphabet a fixed number of positions forwards or backwards. Can you work out this phrase? KLT ILD VLRO ZR ZOBAFQ!

You'll need: a pencil and paper, some time to think and test different ways to crack the code.

2: PROGRAM A PAL

Make a 10-metre course with a start and finish line. Add some twists, turns and obstacles. P1 gives P2 3 simple instructions at a time to navigate the course. No helping while they're moving! If P2 hits an obstacle, start again. How long does it take to solve the course?

You'll need: 2 players (P1 is programmer and P2 is robot), 10 metre space, some obstacles

5: CABBAGE CLUES

Pour boiling water over chopped red cabbage in a bowl. After 10 mins, strain the liquid into 5 pots. Add a different test liquid to each pot. Can you turn 1 green and 1 pink?

You'll need: kettle/ pot of water, 5 pots, some different liquids.

3: CODEMAKER

Your mission: create a symbolic code to share a secret message. Swap letters with images, numbers or emojis. Don't forget to make a codebreaker or codex. The message is: LEARNING IS AWESOME. Can someone at home crack your code?
Good luck, agent!

HINT: help your codebreaker with 1 or two hints to get them started.

4: A PHONEY CODE

Use a familiar object to help you solve this puzzle and crack the code: 2342322352 618281 814232 2382 217471437332 217171. Tip: You probably take it everywhere you go.

HINT: each letter is represented by a string of two numbers.

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