PAWPRINT FAMILY

"I have always maintained that if the right spirit is there, it can knock the 'im' out of 'impossible'!"
Lord Baden-Powell

Resource

Spy Adventures: Code Wheel

You will need:

- Template (see following pages)
- Printer
- Heavyweight paper/ thin card
- Scissors
- Split pins
- Pencil/pen
- Notepad/paper
- Codes to decipher

Age 5-7:

Use the pre-filled template for your codewheel and try to decipher codes.

Age 7-11:

Choose between the pre-filled or blank templates.

Age 11+:

Use the blank template and create your own codes to send messages.

To Make Your Code Wheel:

1. Print your chosen templates on to heavy weight paper or thin card.
2. Cut out the two code wheels. If using the blank template create your code by adding letters and numbers to the larger and symbols to the smaller wheel.
3. Place the smaller circle on top of the larger and attach the two together in the centre using a split pin. This will allow the wheels to turn.

To Decipher Codes:

- You will need the key to begin, this can be different each time, eg. A=21.
- For this example, line up A on the outside circle with 21 on the inner circle. This will then tell you which letters are which numbers; so 39.36.5 = SPY
- For younger children A=1 is a good place to start. Older groups may wish to mix up the letters and numbers on their own code wheels to make it more challenging.

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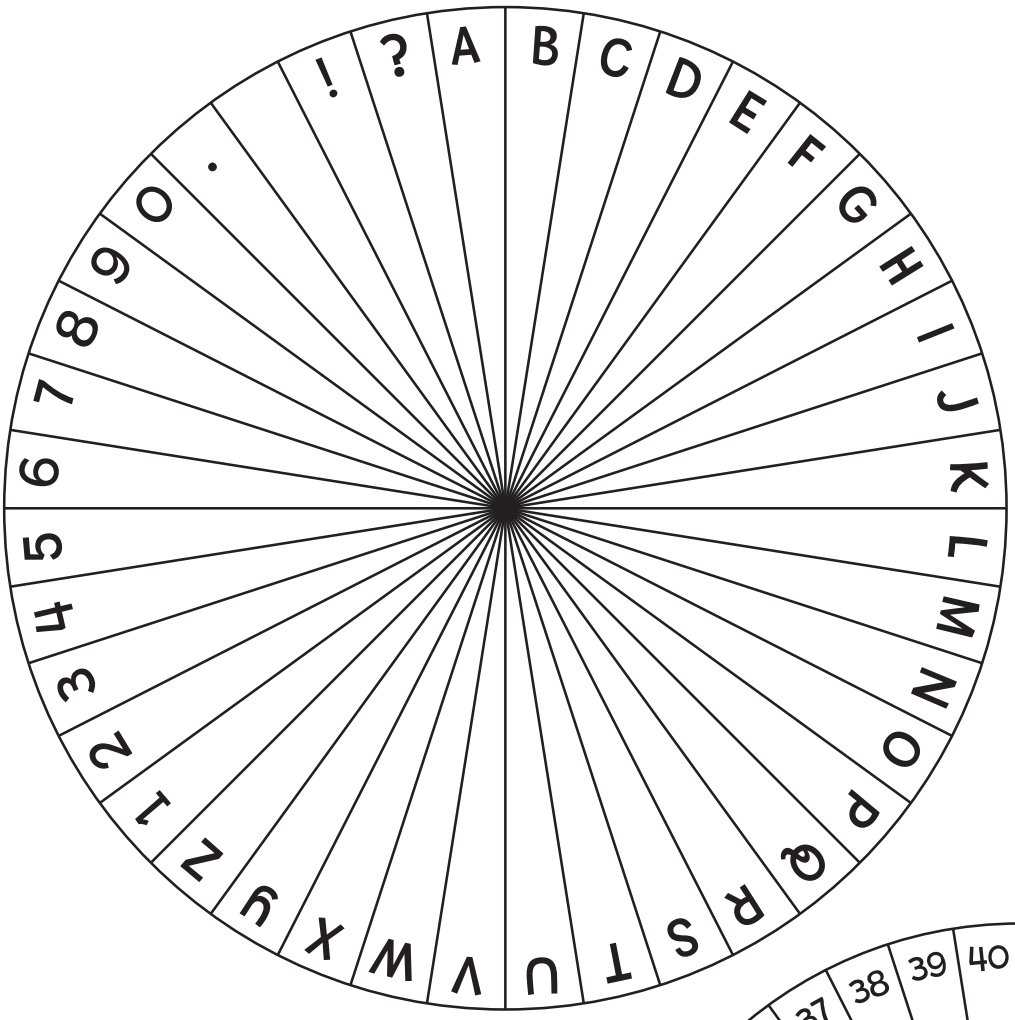
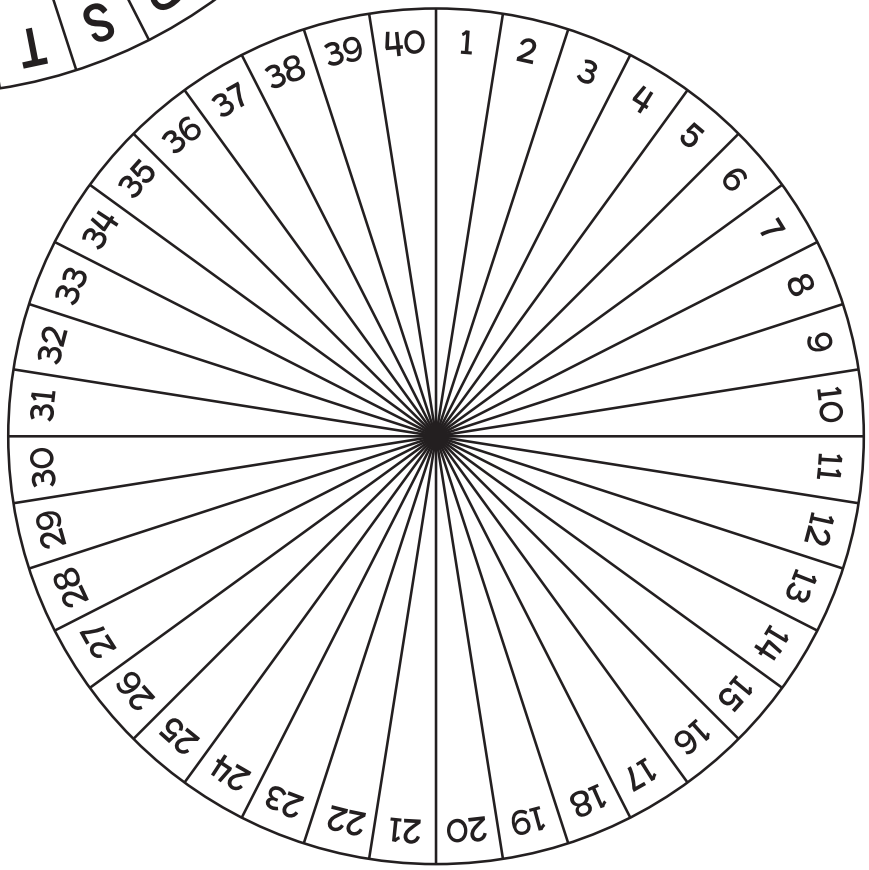
Templates

Code Wheel

Suggested for ages 5 - 7





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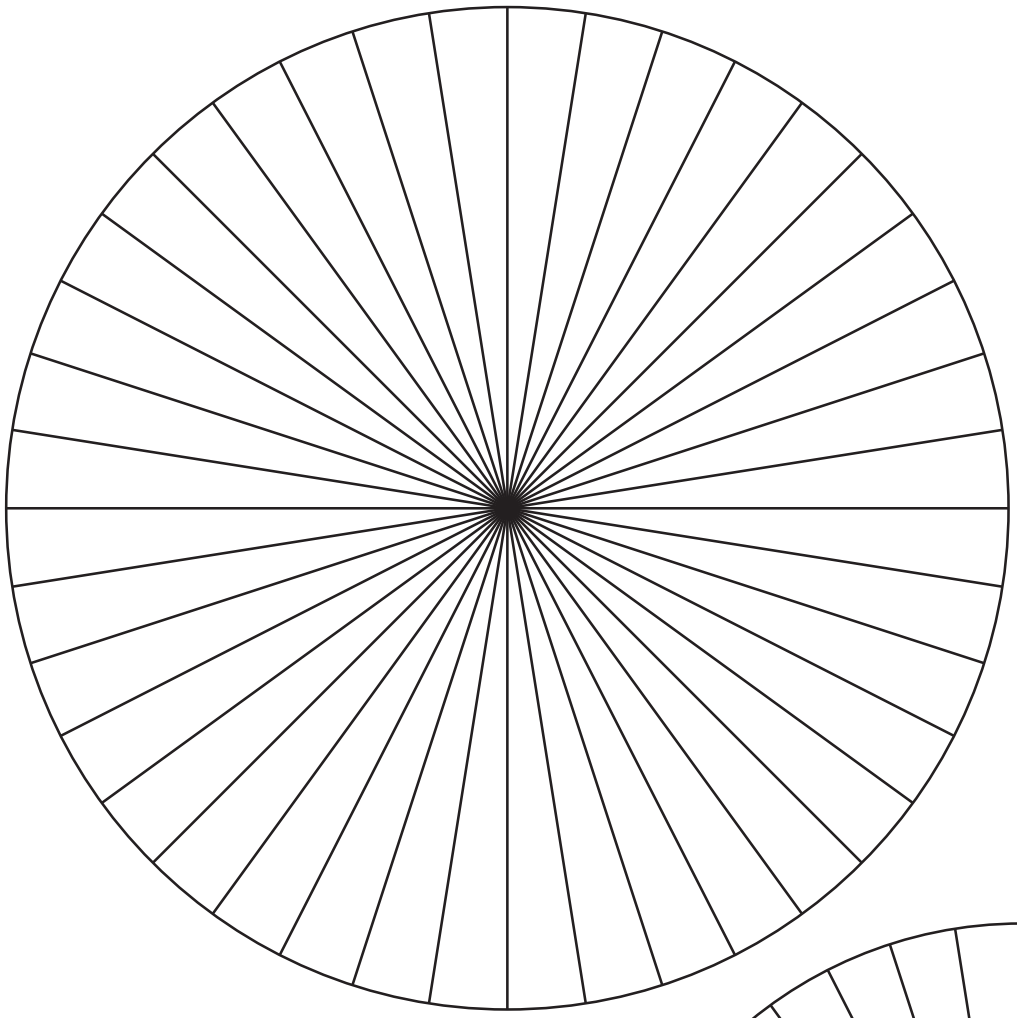
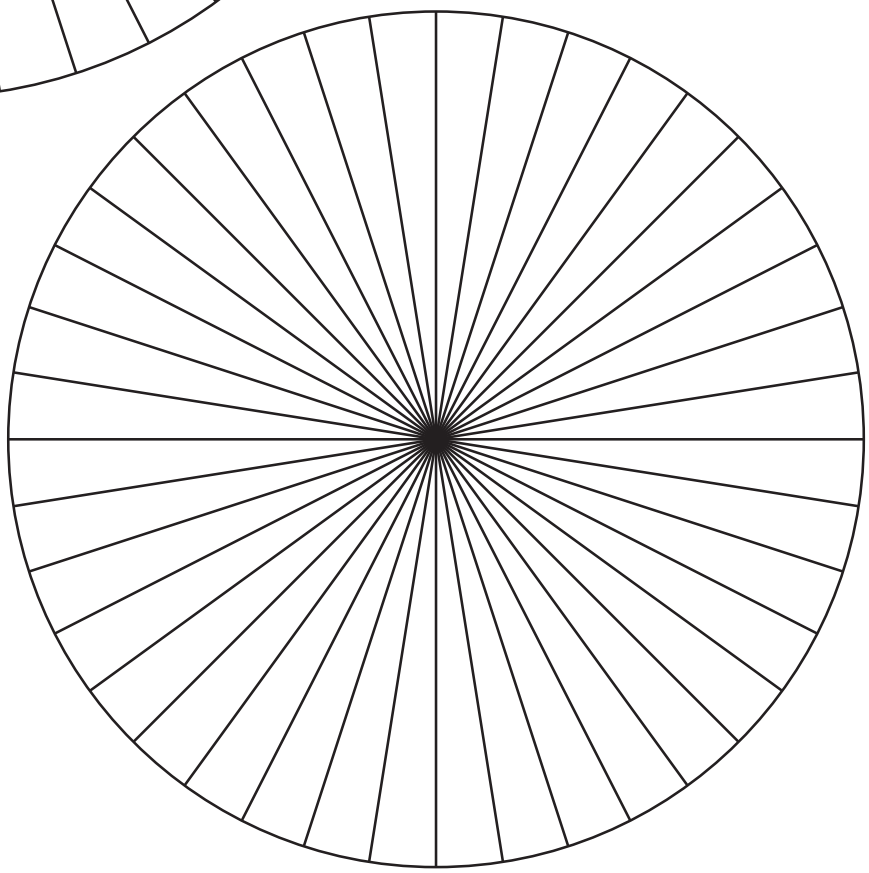
Templates

Code Wheel

Suggested for ages 7 - 11+





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