

Code – breaking activity adventure

The book is designed to teach children how to decode ancient codes and ciphers in a series of head-scratching puzzles designed to outwit even the cleverest cryptographers. Once they successfully navigate the codes, they are rewarded with a first-class tour of the Academy.

The book begins with a welcome note to the recruit and it contains six missions, followed by the solutions (in case one gets stuck). The players are at the Academy and they will enjoy the rare privilege of learning firsthand from a faculty of the world's most renowned people. The game will take the players to historic and majestic locations around the world.

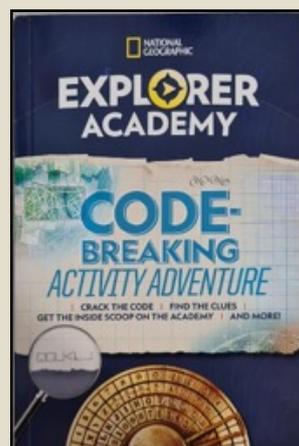
The Dorm Adviser addresses the players directly, which makes the games more personal.

Particularities

The game will teach and test the players on a variety of puzzles: morse code, atbash cipher, semaphore, pigpen cipher, swirl cipher, flag code, acrostic message, map codes, scrambled letters, rail fence cipher, Polybius square, just to mention a few.

Why is it relevant to teach languages

The most obvious skill the players will practice is reading, as they have to study the explanations, the codes and the messages. What is more, the vocabulary the players will acquire is varied, as it ranges from scientific notions to the more basic but not regularly used words related to numbers, colors, shapes, the human body, names and flags of countries, map reading and many others.



Reference

Moore, G (2019), Code-breaking activity adventure, 1st ed, National Geographic Partners, LLC

