Conception Enigmas – creating and breaking codes

An enigma is a mystery, a puzzle to solve, a riddle, a code, something unknown that must be cracked to find the right answer. Codes exist since ancient times, the Egyptian's hieroglyphs were already a form of a code. They were deciphered with the help of the Rosetta Stone, but there are a lot of ancient scripts that remain unsolved. Codes were used to deliver secret messages between allies during wars and they were used by secret societies.

When creating a code, there are a lot of possibilities:
- first you must decide if you want to use
    - numbers
    - letters
    - symbols.
- should the script be written
    - left to right
    - maybe top to bottom

There should always be a clear concept behind every code. But there are a lot of already created and used examples for codes, like A1Z26, for the English alphabet, Atbash is just the alphabet backwards, Caesar Cipher, Keyboard Code, Phone Code, Pigpen Cipher, Braille writing, Morse Code and so on.

All these can easily be used in education, especially to teach languages. Of course, the age, specific educational needs, and the language level of the students should be considered. They can be used as ice breakers or as a part of a larger lesson. Students are encouraged to think logically, work in teams. Codes can be used for reviewing or introducing new vocabulary in a fun way. Especially for learning idioms they are very useful.

Tools related

- Abstract puzzles
- Algebra
- Code
- Image
- Symbol substitution

References

- Levine, G. S. (2012) *Principles for code choice in the foreign language classroom: A focus on grammaring* [Online]. Available at: https://www.researchgate.net/publication/271898622_Principles_for_code_choice_in_the_foreign_language_classroom_A_focus_on_grammaring (Accessed: 26 February 2021)
- Kremer, B. (2015) *Best Codes* [Online]. Available at: https://www.instructables.com/Best-Codes/ (Accessed: 26 February 2021)