

Inverse operations - spy codes!

- 1) Write your message.
- 2) Write the numbers that match the position of each letter in the alphabet. E.g. 1 for a, 2 for b, 3 for c and so on.
- 3) Decide on a simple pair of calculations to set as your 'key'. E.g. x2 then, add1.
- 4) Perform your calculation 'key' on each letter's number and write the result underneath.
- 5) Give the coded message, and the calculation 'key' you used to a classmate.
- 6) To work out the message, your classmate has to do the inverse calculation to your calculation 'key'.



Example:

1. Write your message. \longrightarrow
2. Write the numbers that match with each letter. \longrightarrow
3. Create a calculation key, e.g. x2 then +1.
4. Carry out this calculation on all the numbers in your code. \longrightarrow
5. Give this number code, and the calculation key, to your class mate. To work out the message they will have to carry out the 'inverse'.

d	o	n	t	e	a	t	s	l	u	g	s
4	15	14	20	5	1	20	19	12	21	7	19
9	31	29	41	11	3	41	39	25	43	15	39

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Name: Date:

Have a go at these. Use the alphabet and number grid to help.

1) Bad joke! (Key is +2 , x3)

9	24	42	81	75	33	66	30	48	51	75	33	48	27	63	33	63	9	75	9	42	39	

2) Riddle (Key is +6 , x2)

58	28	14	52	26	22	52	50	58	22	52	52	22	48	14	50	30	52	20	48	30	22	50	?

3) Answer (Key is x6 , - 6)

114	84	132	24	66

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z