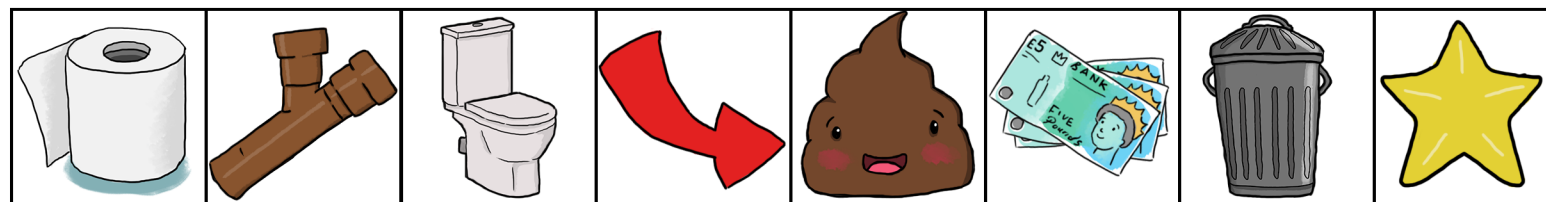


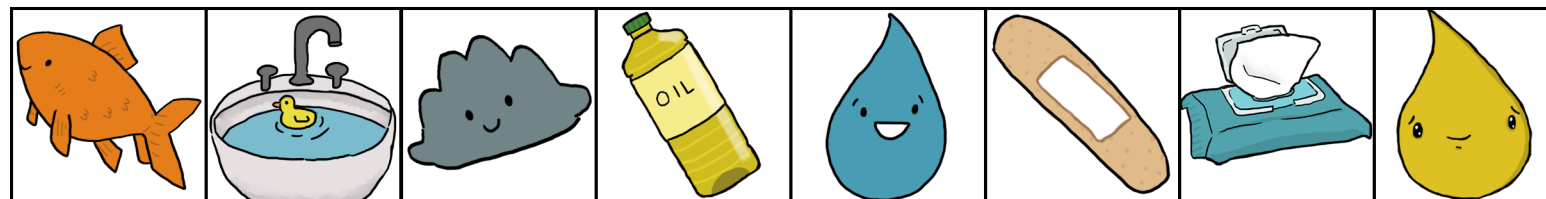
CRACK THE CODE

Look at the alphabet below, each symbol represents a different letter.

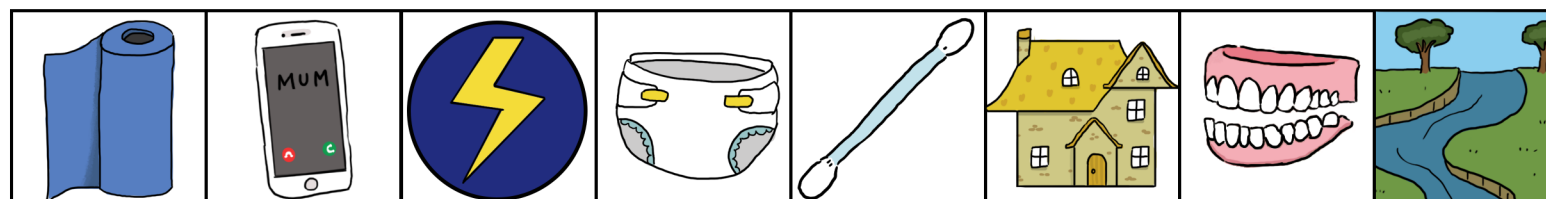
Can you crack the codes below by figuring out what word they spell?



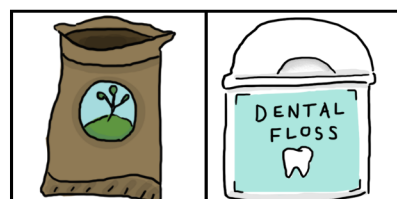
A B C D E F G H



I J K L M N O P

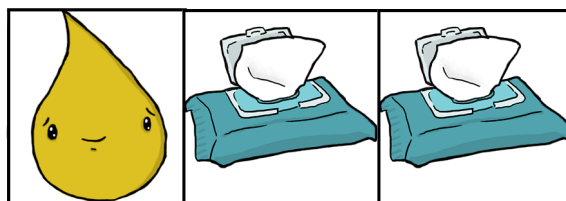


Q R S T U V W X



Y Z

Here's an example:






= P00



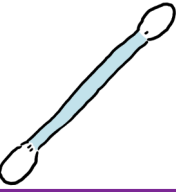


CRACK THE CODE

Can you crack the codes below to reveal the words?





1.




2.

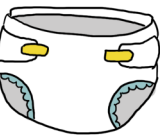

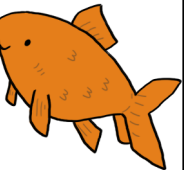


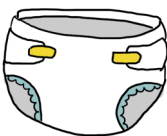
3.






4.

5.


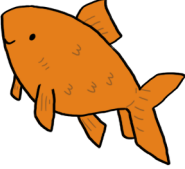


6.


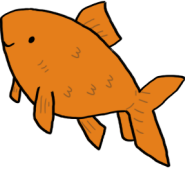



CRACK THE CODE

Can you crack the codes below to reveal the words?








7.







8.



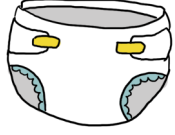




9.






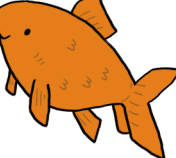


10.

11.

12.

MAKE YOUR OWN CODE

Try making your own code. Draw pictures in the boxes to represent each letter.
Once done try writing your name in your code!

--	--	--	--	--	--

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

_____ 's code.

CRACK THE CODE

ANSWER SHEET

1. Pee
2. Flush
3. Down
4. Loo
5. Toilet
6. Paper
7. Pipe
8. Wipes
9. Blocked
10. Sewage
11. Fatberg
12. Flooding