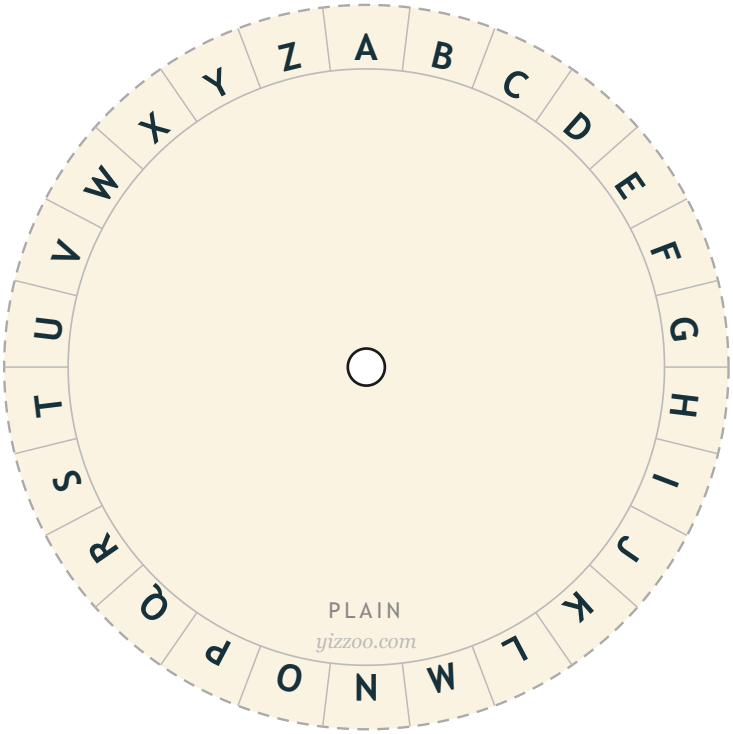
FREE PRINTABLE · IN COLOR

# The Decoder Wheel

Cut out both circles and pin them together through the middle, big one underneath. Now you can read secret messages, and write them.




Cut this one out




And this one. It goes on top

**To read a message:** turn the top circle until its arrow points at the key letter. Find each coded letter on the **top** circle, and write down the letter outside it on the **bottom** one.

**The numbers work too:** every letter on the top circle has a number under it, so 8 · 9 is the same as HI when the arrow points at A.

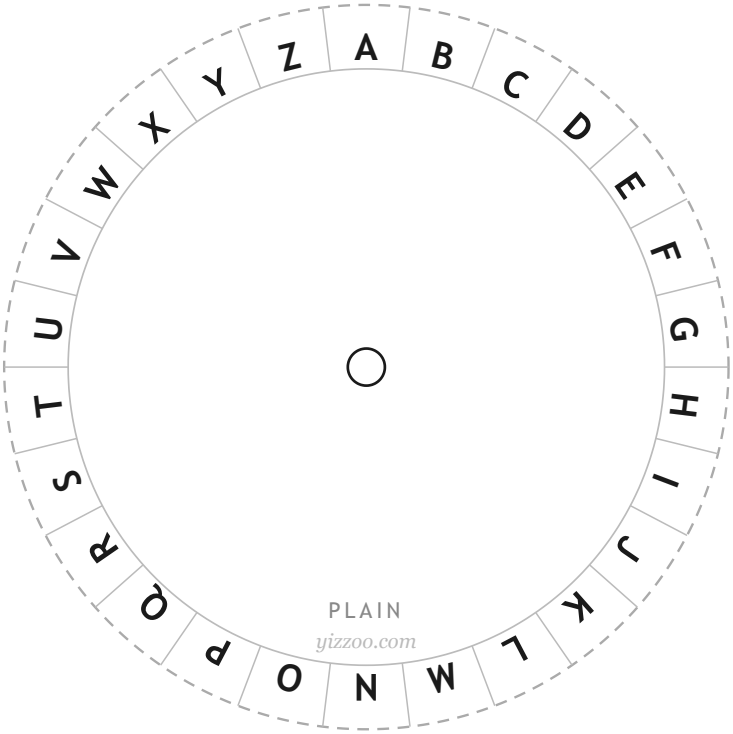
1. Cut out both circles, on the dashed line.
2. Push a pencil point through the middle of each one, on the small circle.
3. Pin them together with a paper fastener, small circle on top, and open the legs out flat behind. A bent paper clip taped down works too.

*Keep it loose enough to turn. If the fastener's tight, the circles won't move. If it's too loose, they wander while you read.*

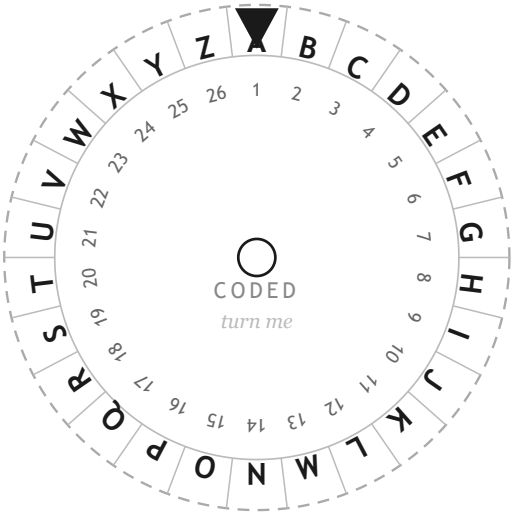
FREE PRINTABLE · INK-SAVER

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# Four Secret Messages

Decode them in order. **Each message tells you the key for the next one**, and the last one is a password. Say it out loud to whoever gave you this sheet.

**1** Set the wheel to **M**

M C I F  B S L H  Y S M  W G  H V S  Z S H H S F  T

**2** Set the wheel to **F**

B J J Y  R J M F  I J R  N Z O  O C Z  R C Z Z G  O J  O

**3** Set the wheel to **T**

V U L  T V Y L  A O L  S H Z A  R L F  P Z  I

**4** Set the wheel to **B**

S G D  O Z R R V N Q C  H R  R O Z Q Q N V

### Write your own

Pick a key letter, turn the wheel to it, and swap every letter of your message for the one on the **top** circle underneath it.

Key: ☐

FOR THE GROWN-UP. EVERY ANSWER IS ON THIS PAGE.

# How to run it

*Print, cut out two circles, pin them together, and hand over the mission. Ages 7 to 11, about twenty minutes, one sheet each or one between two.*

THE PASSWORD AT THE END

**S P A R R O W**

## What each message says

| # | KEY | WHAT IS PRINTED | WHAT IT SAYS |
|---|---|---|---|
| 1 | **M** | MCIF BSLH YSM WG HVS ZSHHSF T | YOUR NEXT KEY IS THE LETTER F |
| 2 | **F** | BJJY RJMF IJR NZO OCZ RCZZG OJ O | GOOD WORK NOW SET THE WHEEL TO T |
| 3 | **T** | VUL TVYL AOL SHZA RLF PZ I | ONE MORE THE LAST KEY IS B |
| 4 | **B** | SGD OZRRVNQC HR ROZQQNV | THE PASSWORD IS SPARROW |

## Making it

1. Print page 1 in color, or page 2 on any printer. Card stock turns better than paper.
2. Cut out both circles and make the middle hole with a pencil point.
3. Pin them with a paper fastener, small circle on top. No fastener? Push a short pencil stub through, or a bent paper clip, and tape the ends flat.
4. Hand over page 3. Keep this page.

## If they get stuck

- "The arrow on the top circle has to point at the key letter before you start."
- "Find the coded letter on the **top** circle. The answer is the letter outside it."
- "Do the short words first. A one-letter word is A or I."

## In the classroom

Print one wheel per pair and use it for spellings: write the week's words in code on the board with the key beside them. The numbers ring doubles as A=1 practice.

A whole secret agent adventure, with a dead drop in the kitchen and eight agent badges: **Spy Mission** at yizzoo.com, ages 8 and up.

FOR THE GROWN-UP