



Secret-Code Mission Cards

FOR 11 YEAR OLDS

Six tween-level codes & challenges (with answers) + a how-to.

How to run it

- 1 Pick 6–10 hiding spots at home, or 10–15 for a neighbourhood mission. Assign team roles and a points score.
- 2 Cut out the cards and hide each at the spot the previous clue solves to. Codes get trickier as you go.
- 3 Aim for 45–60 minutes and finish at the locked box with the certificate.

Safety first

Neighbourhood missions: small teams, clear boundaries, agreed check-in times, no crossing roads alone.

Clue cards — cut along the dashes

CLUE 1

NUMBER CODE (A=1): 12 - 1 - 13
- 16

(answer: L-A-M-P = lamp)

CLUE 2

FIRST LETTERS: Sofa, Iron,
Nest, Kite — take the first letter of
each.

(answer: S-I-N-K = sink)

CLUE 3

REVERSE IT: read K S E D
backwards.

(answer: desk)

CLUE 4

GRID REFERENCE: go to the
room marked B3 on your house
map (draw one first!).

(answer: your chosen room)

Clue cards — cut along the dashes**CLUE 5**

RIDDLE: I buzz and I ring, I wake
you for school — what am I?

(answer: alarm clock)

CLUE 6

Mission complete, agent. The final
code opens the box — it's the year
you were born.

(answer: birth year)

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SUPER EXPLORER!

Codes cracked, mission accomplished. Elite agent status unlocked!

Name: _____