Lunar Lander Code Breaker

Solve the star and planet math equations to find the secret numbers that start the moon rover.

Name: _____ **Date:** _____

1 THE KEY

 = 6 = 3 = 8 = 7

Every symbol is a whole number from 1 to 9.

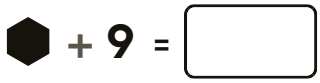
2 CRACK THESE

1. 

2.  CODE 1

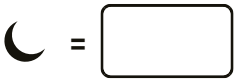
3. 

4.  CODE 2

5. 

6.  CODE 3

7. 

8. 20 -  CODE 4

9.  Draw the shape:

10.  Draw the shape:

3 THE VAULT CODE

Write the ONES digit of your answers to problems 2, 4, 6, 8 (the ones tagged CODE 1-4), in that order. That opens the moon rover ignition.

TEACHER / PARENT

Answer Key

Lunar Lander Code Breaker · Grade 1 Crack the Code

The key

heart = **6** star = **3** hexagon = **8** moon = **7**

Every symbol is a whole number from 1 to 9.

1.	★ + ♥ (star + heart)	**9**
2.	★ + ⬢ + ☾ (star + hexagon + moon)	**18**
3.	⬢ - ★ (hexagon - star)	**5**
4.	★ + ⬢ (star + hexagon)	**11**
5.	⬢ + **9** (hexagon + 9)	**17**
6.	☾ - ♥ (moon - heart)	**1**
7.	★ + ⬢ + ♥ (star + hexagon + heart)	**17**
8.	**20** - ☾ (20 - moon)	**13**
9.	★ + ☐ = 9 (star + ?)	**heart**
10.	☐ + ☾ = 10 (? + moon)	**star**

Vault code: **8 1 1 3**