



Mission Control Space Code

Solve the astronaut and rocket math equations to reveal the numbers that unlock the moon rover.

Name: _____ Date: _____

1 THE KEY

 = 1  = 5  = 3  = 9  = 4

Every symbol is a whole number from 1 to 10. A number in front of a shape means multiply: 2 stars = 2 x star.

2 CRACK THESE

1. $2 \bullet = \square$

2. $\text{lightning bolt} + \bullet + \bigcirc = \square$

CODE 1

3. $\star + \text{lightning bolt} = \square$

4. $\text{lightning bolt} + \star - \text{hexagon} = \square$

CODE 2

5. $3 \bullet = \square$

6. $2 \bigcirc + 2 \star = \square$

CODE 3

7. $3 \star - \text{hexagon} = \square$

8. $2 \text{lightning bolt} + 2 \star = \square$

CODE 4

9. $\square + \bullet = 7$ Draw the shape:

10. $\square + \text{lightning bolt} = 6$ 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 supply.

Answer Key

Mission Control Space Code · Grade 2 Crack the Code

The key

○ ring = 1 ⚡ lightning bolt = 5 ● circle = 3 ⬡ hexagon = 9 ★ star = 4

Every symbol is a whole number from 1 to 10.

- | | | |
|-----|---|------|
| 1. | 2● (2 x circle) | 6 |
| 2. | ⚡ + ● + ○ (lightning bolt + circle + ring) | 9 |
| 3. | ★ + ⚡ (star + lightning bolt) | 9 |
| 4. | ⚡ + ★ - ⬡ (lightning bolt + star - hexagon) | 0 |
| 5. | 3● (3 x circle) | 9 |
| 6. | 2○ + 2★ (2 x ring + 2 x star) | 10 |
| 7. | 3★ - ⬡ (3 x star - hexagon) | 3 |
| 8. | 2⚡ + 2★ (2 x lightning bolt + 2 x star) | 18 |
| 9. | □ + ● = 7 (? + circle) | star |
| 10. | □ + ⚡ = 6 (? + lightning bolt) | ring |

Vault code: **9008**