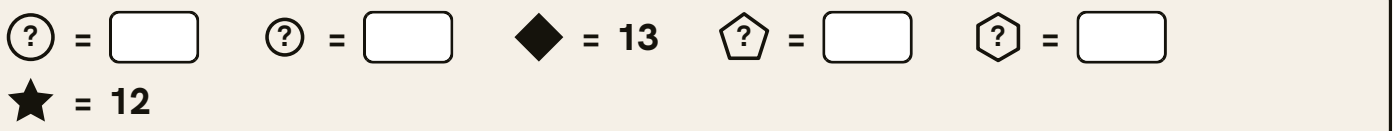
The Championship Locker Code

Solve each math equation to figure out what each soccer symbol is worth, then use those values to unlock the stadium equipment trunk before match time.

Name: _____ **Date:** _____

1 THE KEY



Every symbol is a whole number from 1 to 20. A number in front of a shape means multiply: 2 stars = 2 x star. A small 2 after a shape means square it: star^2 = star x star.

2 FIND THE MISSING VALUES

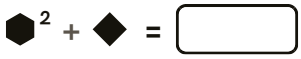
Some shapes in the key are missing. Use these to work them out, in order, and write them into the key.



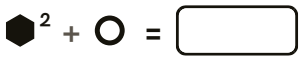
3 CRACK THESE

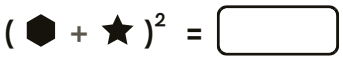
1.  = ____

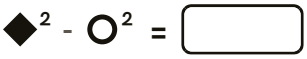
2.  = ____ CODE 1

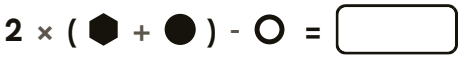
3.  = ____

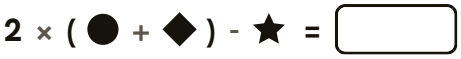
4.  = ____ CODE 2

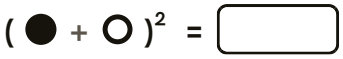
5.  = ____

6.  = ____ CODE 3

7.  = ____

8.  = ____ CODE 4

9.  = ____

10.  = ____

4 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 stadium equipment trunk.

TEACHER / PARENT

Answer Key

The Championship Locker Code · Grade 6 Crack the Code

The key

● circle = **17** (hidden) ○ ring = **10** (hidden) ◆ diamond = **13** ⬟ pentagon = **15** (hidden)

⬢ hexagon = **19** (hidden) ★ star = **12**

Every symbol is a whole number from 1 to 20.

1.	3★ - 2◆ + ● (3 x star - 2 x diamond + circle)	**27**
2.	$★^3$ (star^3)	**1728**
3.	$⬢^2$ + ◆ (hexagon^2 + diamond)	**374**
4.	(⬢ - ◆) × (⬢ + ◆) ((hexagon - diamond) x (hexagon + diamond))	**192**
5.	$⬢^2$ + ○ (hexagon^2 + ring)	**371**
6.	$(⬢ + ★)^2$ ((hexagon + star)^2)	**961**
7.	$◆^2$ - $○^2$ (diamond^2 - ring^2)	**69**
8.	2 × (⬢ + ●) - ○ (2 x (hexagon + circle) - ring)	**62**
9.	2 × (● + ◆) - ★ (2 x (circle + diamond) - star)	**48**
10.	$(● + ○)^2$ ((circle + ring)^2)	**729**

Vault code: **8 2 1 2**