The Dragon Spell Code

Solve the rune math puzzles to discover the four-digit combination that unlocks the wizard's spellbook chest.

Name: _____ **Date:** _____

1 THE KEY



Every symbol is a whole number from 1 to 15. A number in front of a shape means multiply: 2 stars = 2 x star.

2 FIND THE MISSING VALUES

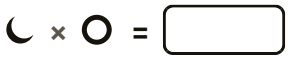
Some shapes in the key are missing. Use these to work them out, in order, and write them into the key.

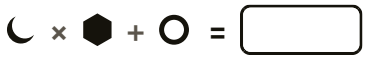






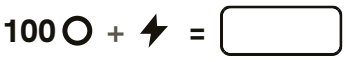
3 CRACK THESE

1. 

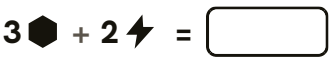
2. 

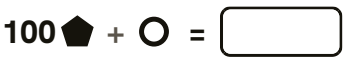
CODE 1

3. 

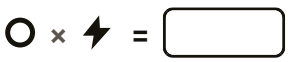
4. 

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 wizards spellbook chest.

TEACHER / PARENT

Answer Key

The Dragon Spell Code · Grade 4 Crack the Code

The key

pentagon = **9** (hidden) · lightning bolt = **14** · star = **6** (hidden) · hexagon = **3** · moon = **7** · ring = **15** (hidden)

Every symbol is a whole number from 1 to 15.

1. moon × ring — **105**
2. moon × hexagon + ring — **36**
3. (moon + lightning bolt) × star — **126**
4. **100** × ring + lightning bolt — **1514**
5. **3** × hexagon + **2** × lightning bolt — **37**
6. **100** × pentagon + ring — **915**
7. ring × lightning bolt — **210**
8. **3** × star + **2** × pentagon — **36**
9. (pentagon - star) × hexagon — **9**
10. moon × lightning bolt - pentagon — **89**

Vault code: 6 4 5 6