

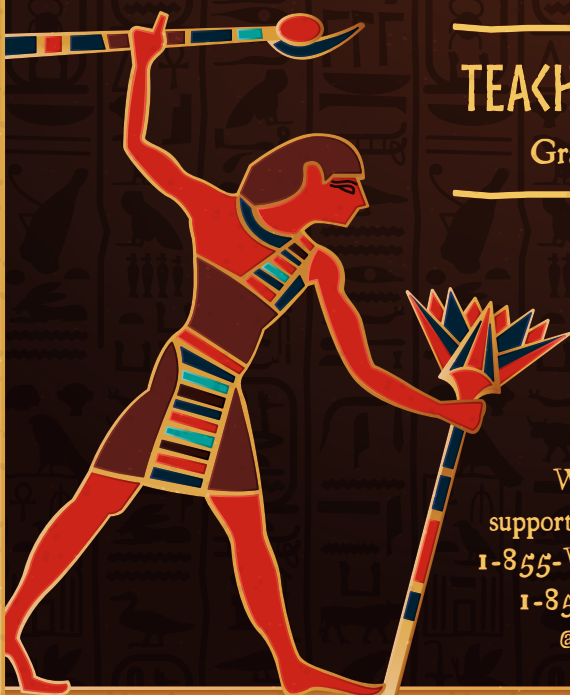


BREAK THE CODE

The Pyramid of the
Princess Saffkhet

TEACHER'S GUIDE

Grades 3 - 6



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STORYLINE

Thousands of years ago, the architect of the tomb of the Pharaoh, out of a desire for revenge, attempted to add a secret thieves' entrance to the tomb. However, the daughter of the Pharaoh—who was famous for her learning and a master of engineering—discovered this from his plans and added a trap to the hidden entrance. When the architect attempted to return and plunder the tomb, he was caught in her trap and died there.

The codes in the pyramid were left by her, and are a request for help; they lead you to the trapped entrance (which collapsed when the trap was sprung) and the body of the architect. You must discover how to enter the tomb and restore the stolen artifact, lest the curse of the tomb come down upon you.

LOCATION

The Princess' pyramid, and an undiscovered tomb
in The Valley of the Kings.

CHARACTERS

The (long-dead) Princess, daughter of the Pharaoh

The (long-dead) architect of the Pharaoh's tomb

The team of Egyptologists restoring the Pyramid of the
Princess (led by Martine Duchamp)



DAY
1

Investigate the
Princess's Pyramid

SOLVE THE CODE
(which is a message from the Princess)

DISCOVER THE HIDDEN TOMB OF THE PHARAOAH



INVESTIGATE THE PRINCESS PYRAMID

The objective of these puzzles is to find pairs of numbers that sum to the number at the top, left corner of the slide. 3 tiles will remain at the end. These leftover tiles have hieroglyphs on the back to reveal a message:

LEVEL 1: [SLIDE 6] - FIND PAIRS OF NUMBERS THAT ADD TO 89



ANSWER: REMAINING TILES ARE 20, 42, 73



MESSAGE TRANSLATION: "MAP TO"



LEVEL 2: [SLIDE 9] - FIND PAIRS OF NUMBERS THAT ADD TO 48



ANSWER: REMAINING TILES ARE 9, 22, 32



MESSAGE TRANSLATION: "HIDDEN"



LEVEL 3: [SLIDE 11] - FIND PAIRS OF NUMBERS THAT ADD TO 81



ANSWER: REMAINING TILES ARE 12, 32, 51



MESSAGE TRANSLATION: "PASSAGE"



LEVEL 4: [SLIDE 13] - FIND PAIRS OF NUMBERS THAT ADD TO 80



ANSWER: REMAINING TILES ARE 9, 24, 62



MESSAGE TRANSLATION: "INSIDE"



SOLVE THE CODE

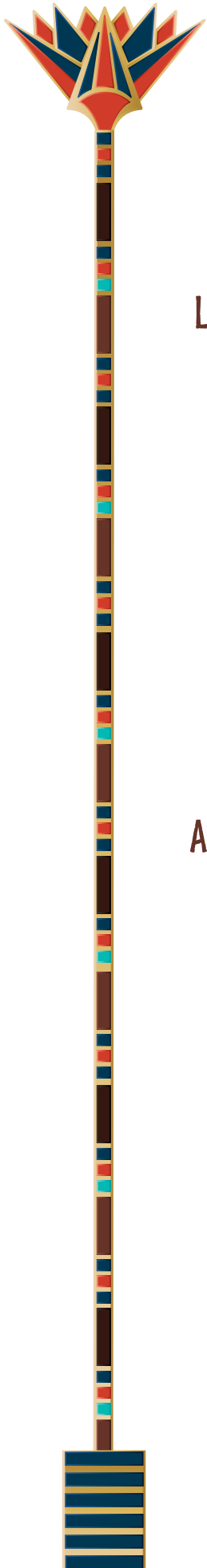
LEVEL 1: [SLIDE 16]

	Odd	Even	x3
Prime	<input type="text"/>	<input type="text"/>	<input type="text"/>
Square	<input type="text"/>	<input type="text"/>	<input type="text"/>
Factors Of 168	<input type="text"/>	<input type="text"/>	<input type="text"/>

1 2 3
4 5 6
7 8 9

ANSWER:

	Odd	Even	x3
Prime	5	2	3
Square	1	4	9
Factors Of 168	7	8	6



SOLVE THE CODE

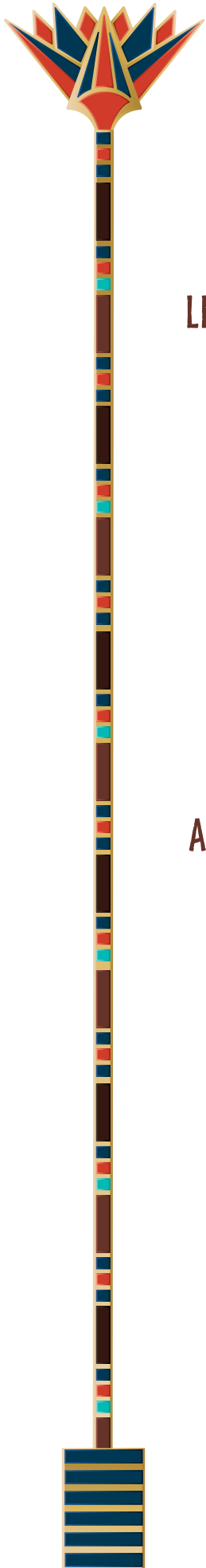
LEVEL 2: [SLIDE 18]

	Odd	Even	x3
Prime	<input type="text"/>	<input type="text"/>	<input type="text"/>
Square	<input type="text"/>	<input type="text"/>	<input type="text"/>
Factors Of 168	<input type="text"/>	<input type="text"/>	<input type="text"/>

2 3 9
14 16 17
21 24 25

ANSWER:

	Odd	Even	x3
Prime	17	2	3
Square	25	16	9
Factors Of 168	21	14	24



SOLVE THE CODE

LEVEL 3: [SLIDE 20]

	Odd	Even	x3			
Prime				2	3	7
Square				21	28	42
Factors Of 168				49	64	81

ANSWER:

	Odd	Even	x3
Prime	7	2	3
Square	49	64	81
Factors Of 168	21	28	42



LEVEL 1: [SLIDE 23]

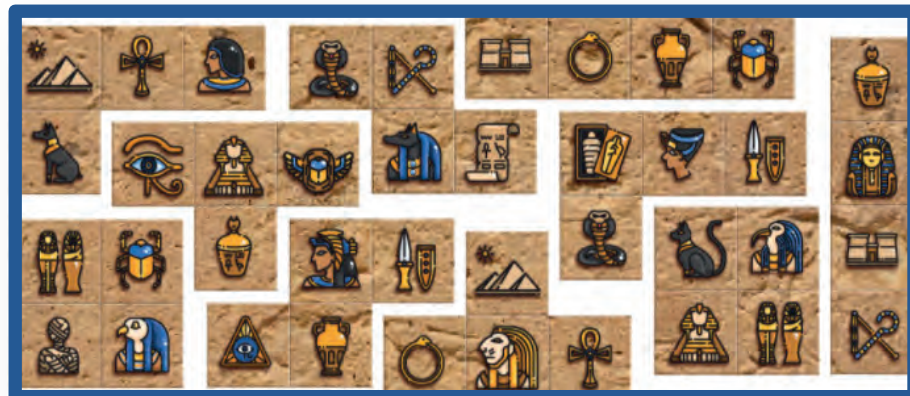


DISCOVER THE HIDDEN TOMB

LEVEL 2: [SLIDE 25]



ANSWER:

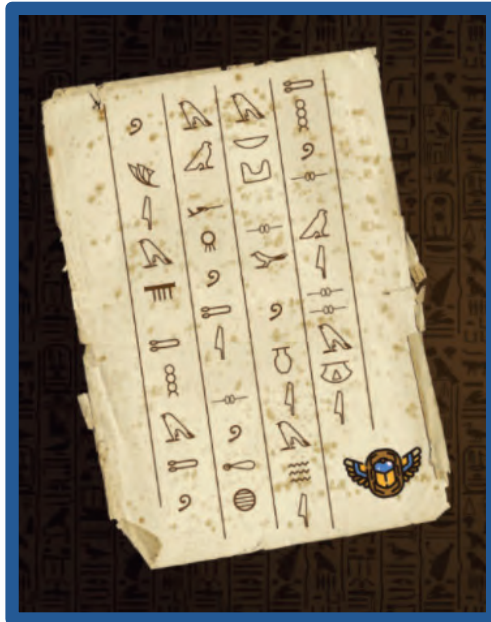




DECIPHERING HIERGLYPHICS

Students translate the hieroglyphs into a message.

[SLIDE 27]



ANSWER: "I FEAR THAT I AM QUITE SICK, AND SO I LEAVE THIS MESSAGE"

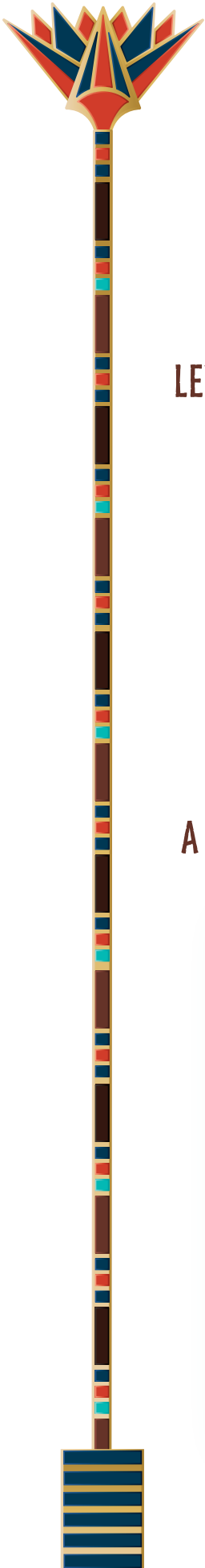


DAY 2

Investigate the
Tomb

DISCOVER THE BODY OF THE ARCHITECT

FIND EVIDENCE OF HIS STORY



DISCOVER THE BODY

Arrange the 6 figures in 3 two-person boats so that over the course of the five days they share a boat with all of the other figures.

LEVEL 1: [SLIDE 33]



A POSSIBLE CONFIGURATION IS:





LEVEL 2: [SLIDE 35] - DO THE SAME TASK WITH 9 FIGURES AND 3 WAGONS



ANSWER:





LEVEL 1: [SLIDE 37] - PHARAOH CAN SEE 3 SQUARES OUT EACH WINDOW OF HIS HOUSE (THE CENTER SQUARE). PLACE THE 20 POTTERY JARS SO THAT 9 ARE VISIBLE FROM EACH WINDOW.



ANSWER:

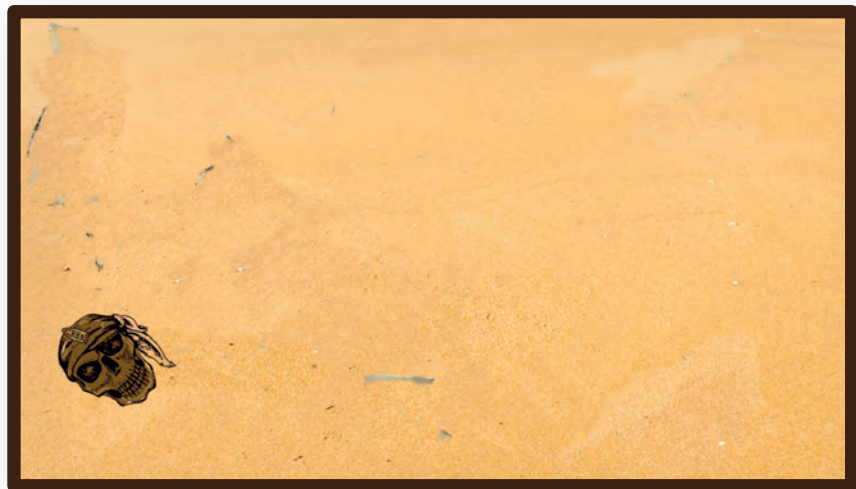




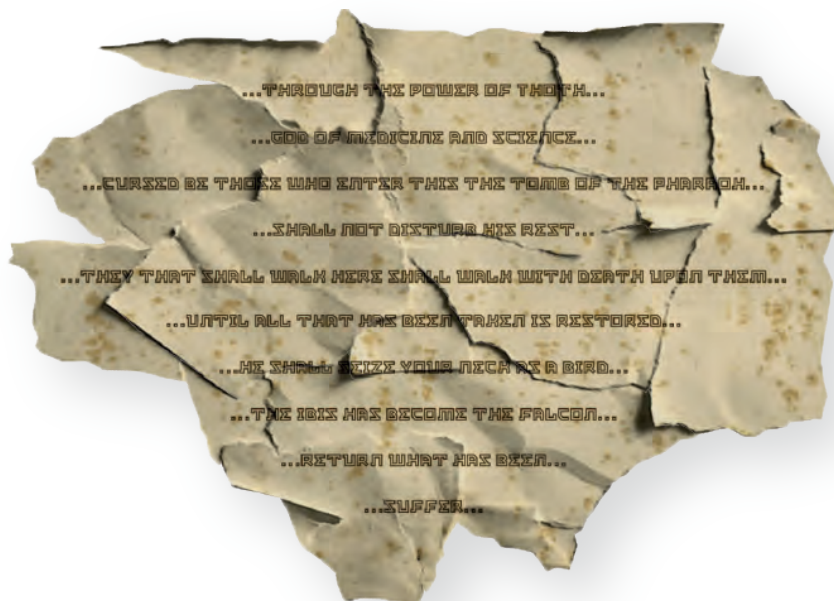
FIND EVIDENCE

In this exercise, students will move sand around to reveal pieces of a paper that they will need to put together to read a message.

[SLIDE 39]



ANSWER:





DAY
3

Find Your Way
Into the Burial Chamber

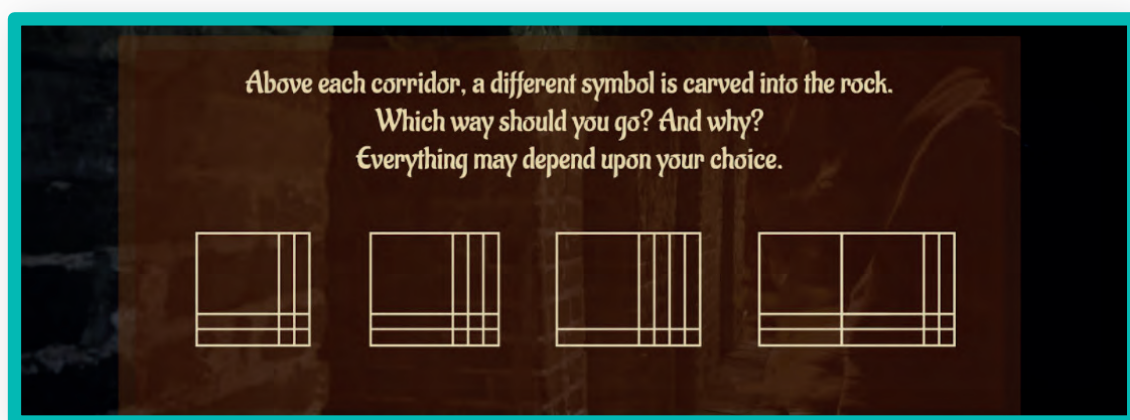
SOLVE THE WAY INTO THE TOMB
RETURN THE STOLEN ARTIFACT



DISCOVER THE BODY

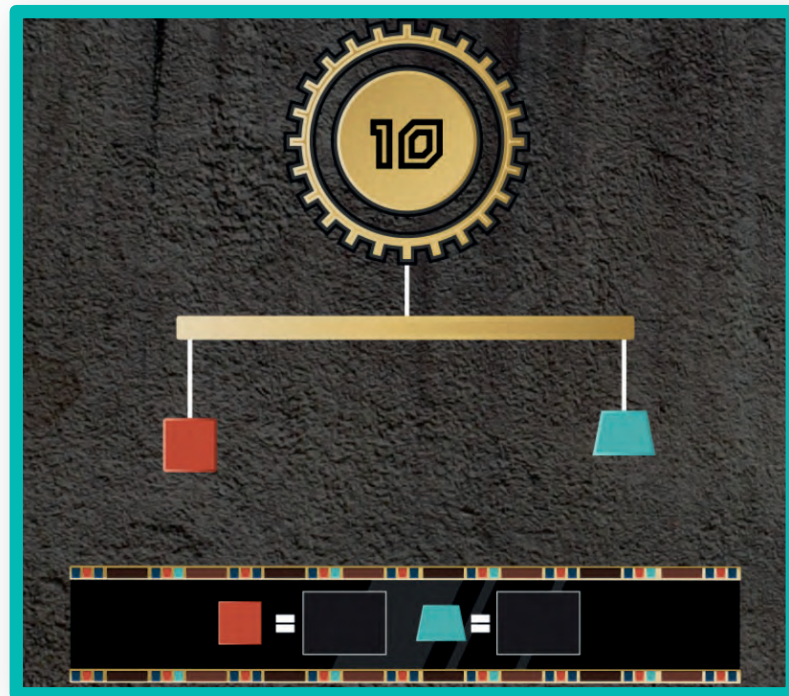
[SLIDE 43] This is a type of problem where students discuss which one of the figures doesn't belong. It isn't about getting to an answer, just about them having a discussion about how to classify and sort the figures.

Whichever one they decide does not belong is the corridor they take.





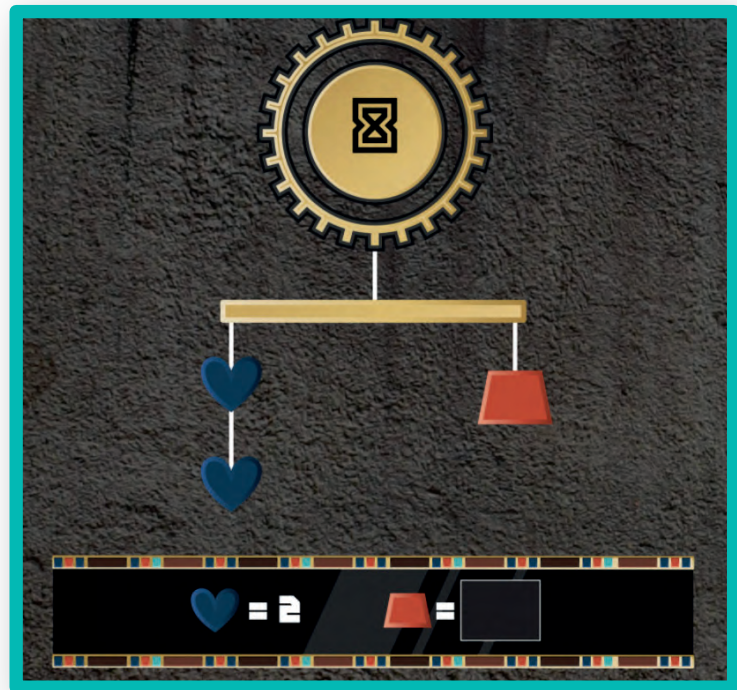
LEVEL 1: [SLIDE 47] - FIGURE OUT HOW TO GET FREE OF THE TRICK PASSAGE. SOLVE EACH BALANCE PROBLEM.



ANSWER: 5,5

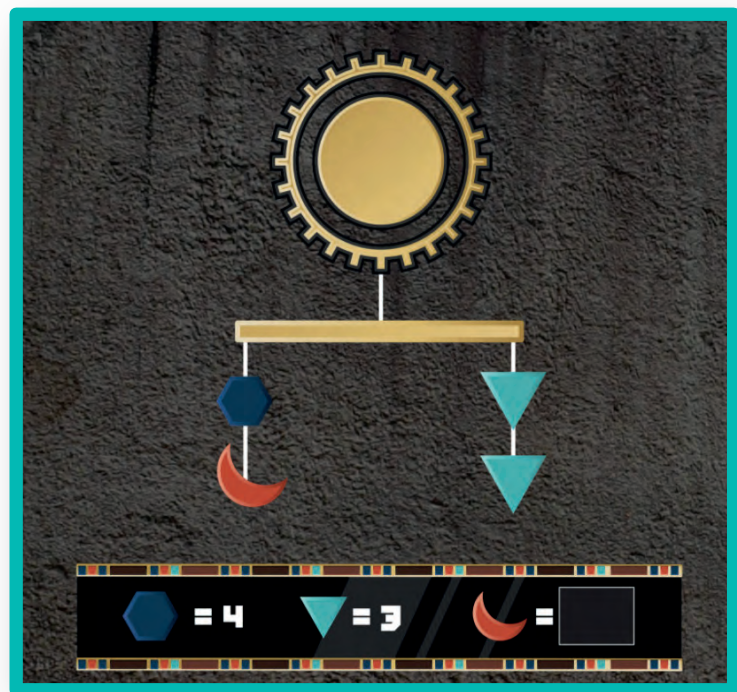


LEVEL 2: [SLIDE 49]



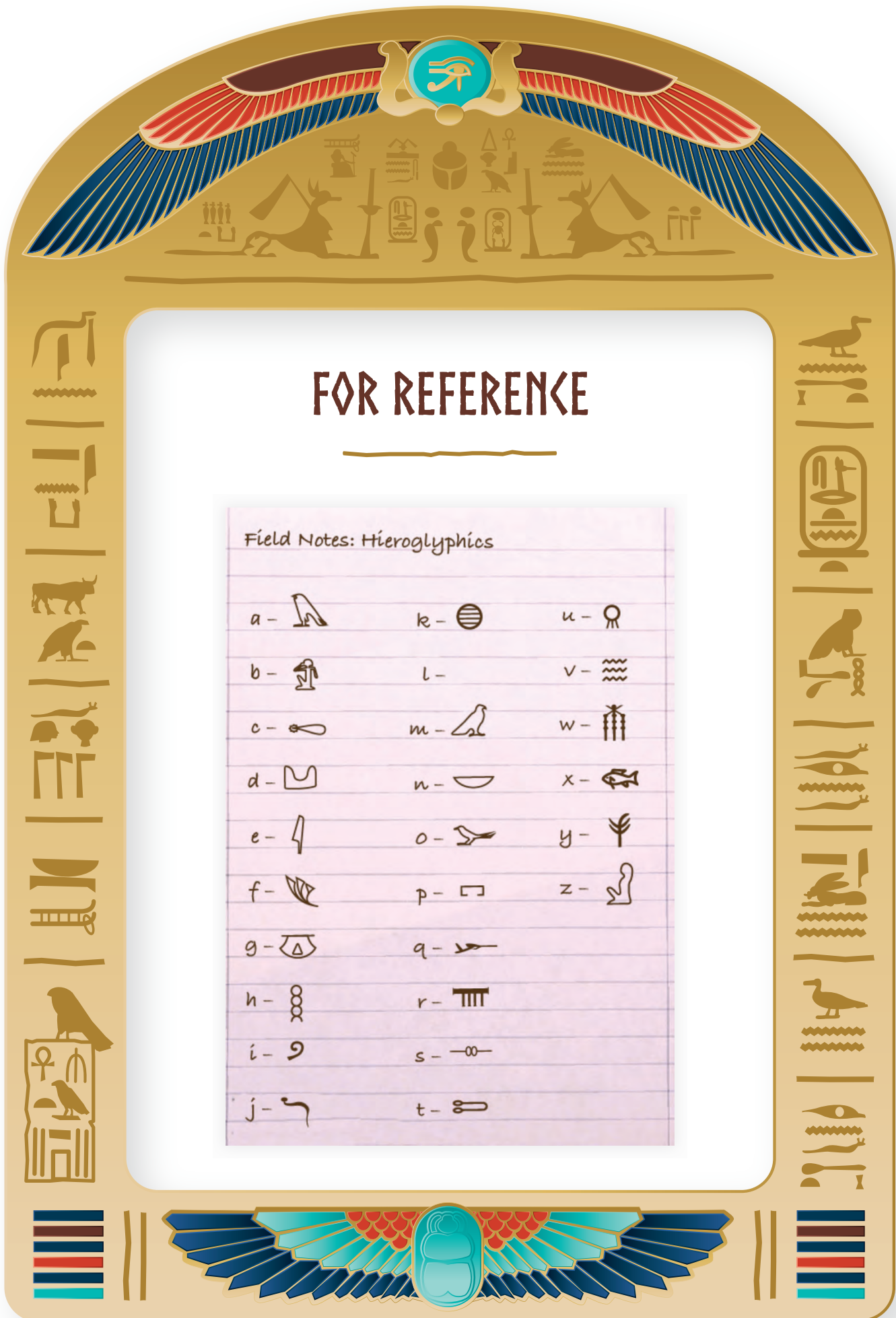
ANSWER: 4

LEVEL 3: [SLIDE 51]



ANSWER: 2







LEVEL 1: [SLIDE 55]



RIDDLE:

My value is even.
My value is not less than five.
My value is less than 8.

ANSWER: 6



LEVEL 2: [SLIDE 56]



RIDDLE:

I am a multiple of ten.
I am greater than four squared.
I am less than five squared.

ANSWER: 20



LEVEL 3: [SLIDE 57]



RIDDLE:

All of my digits are the same.
The sum of my digits is greater than twelve.
The sum of my digits is less than sixteen.

ANSWER: 77



LEVEL 4: [SLIDE 58]



RIDDLE:

The sum of my digits is equal to six.
My hundreds digit is equal to two more than my tens digit.
My units digit is equal to one more than my tens digit.

ANSWER: 312



Translate the message in the sand or just read the message to them if you are getting low on time.

LEVEL 4: [SLIDE 62]

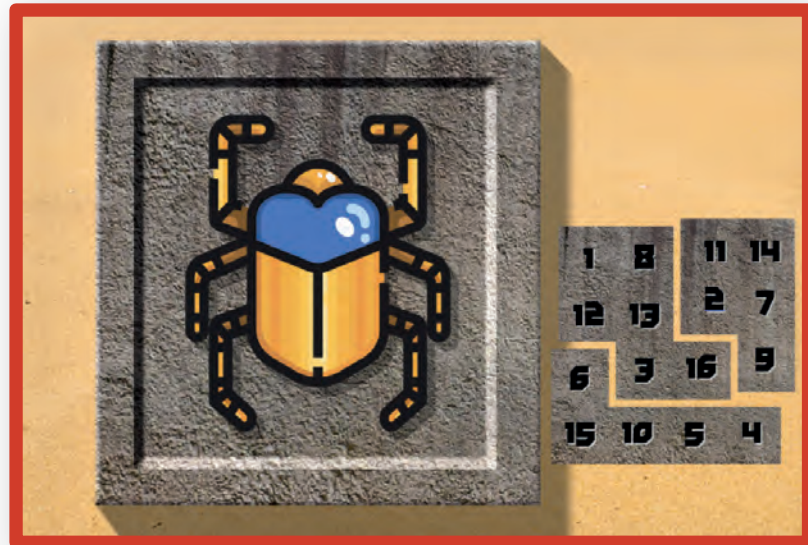


Message: “Thieves will not see the light of day ere their plunder is returned to where I lay.”



LEVEL 1: [SLIDE 64]

ANSWER:



LEVEL 2: [SLIDE 65]

ANSWER:

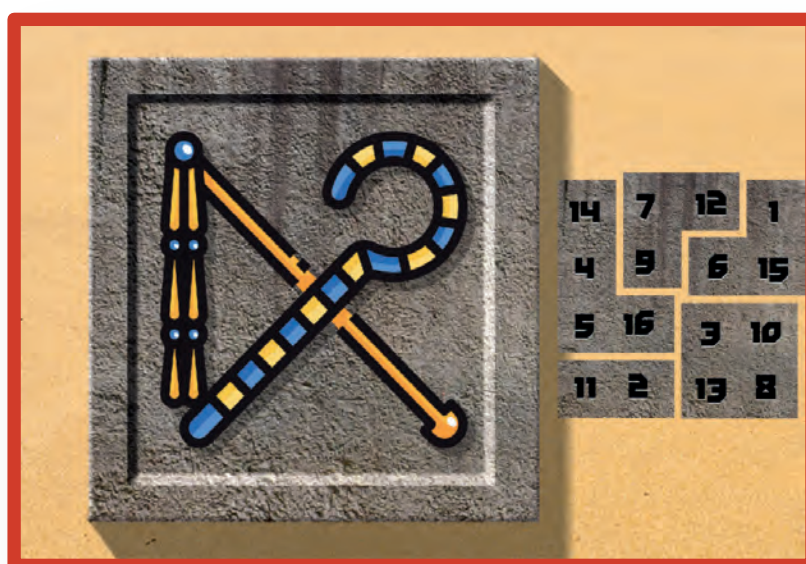




The students need to arrange the numbered pieces to cover each container holding an artifact. Every row, column and diagonal adds up to 34.

LEVEL 3: [SLIDE 66]

ANSWER:





CONTACT

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