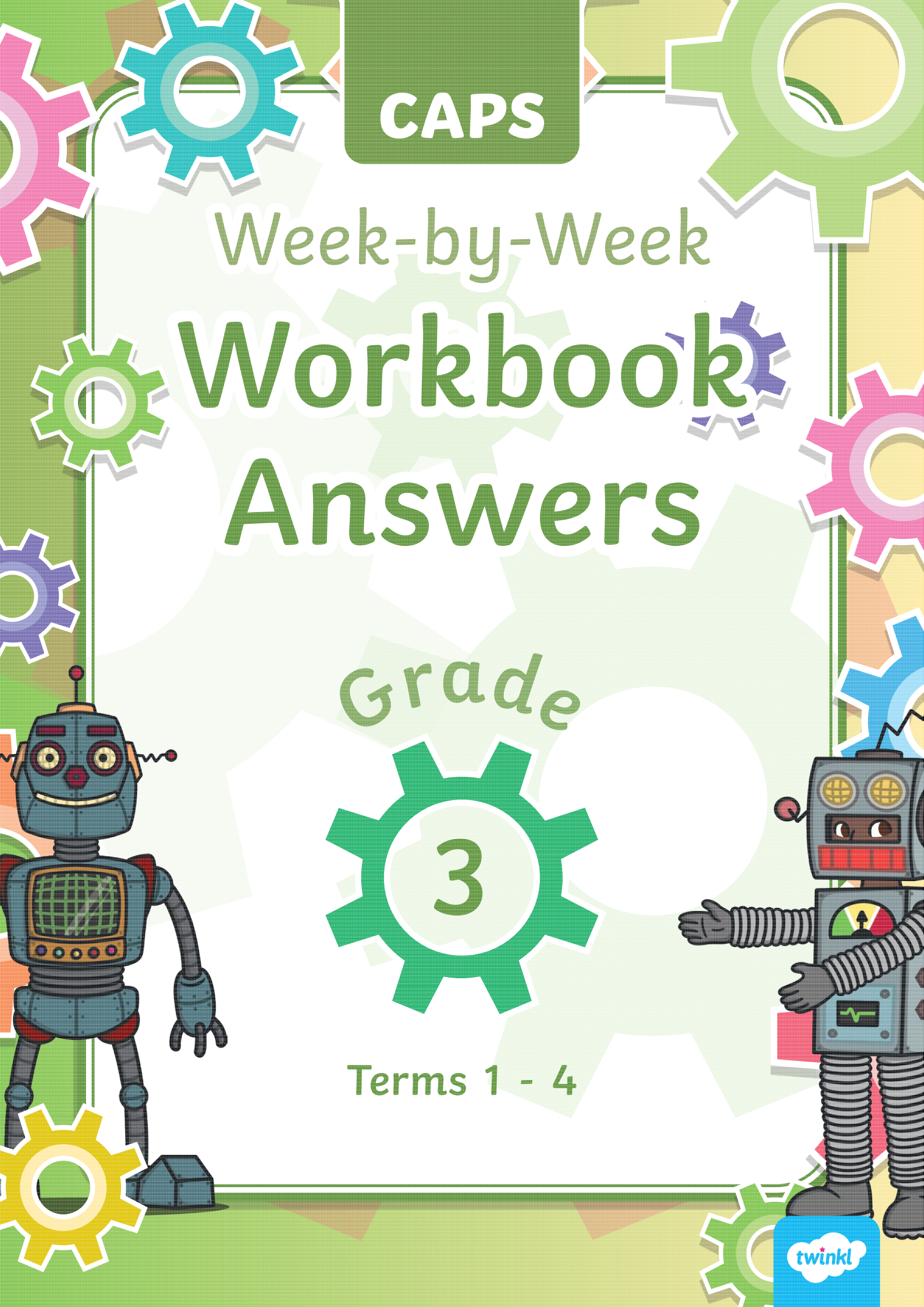


The background is a vibrant green with a pattern of overlapping gears in various colors (pink, blue, green, yellow, purple). Two cartoon robots are positioned on the sides. The robot on the left is blue with a grid-like screen on its chest and a small antenna. The robot on the right is grey with a red and yellow face and a green screen on its chest. A large green gear in the center contains the number '3'.

CAPS

Week-by-Week

Workbook Answers

Grade

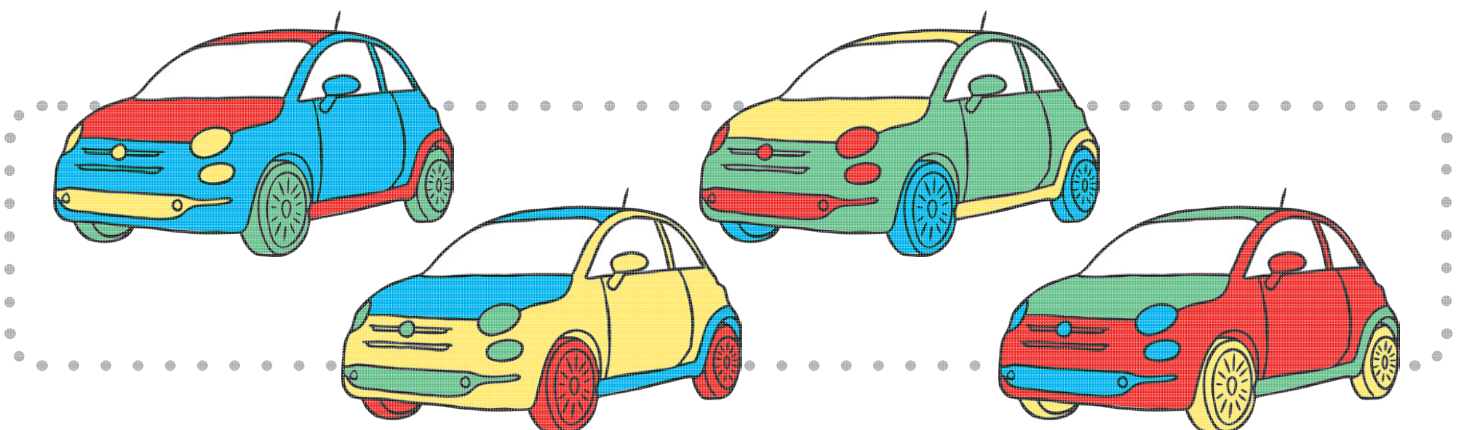
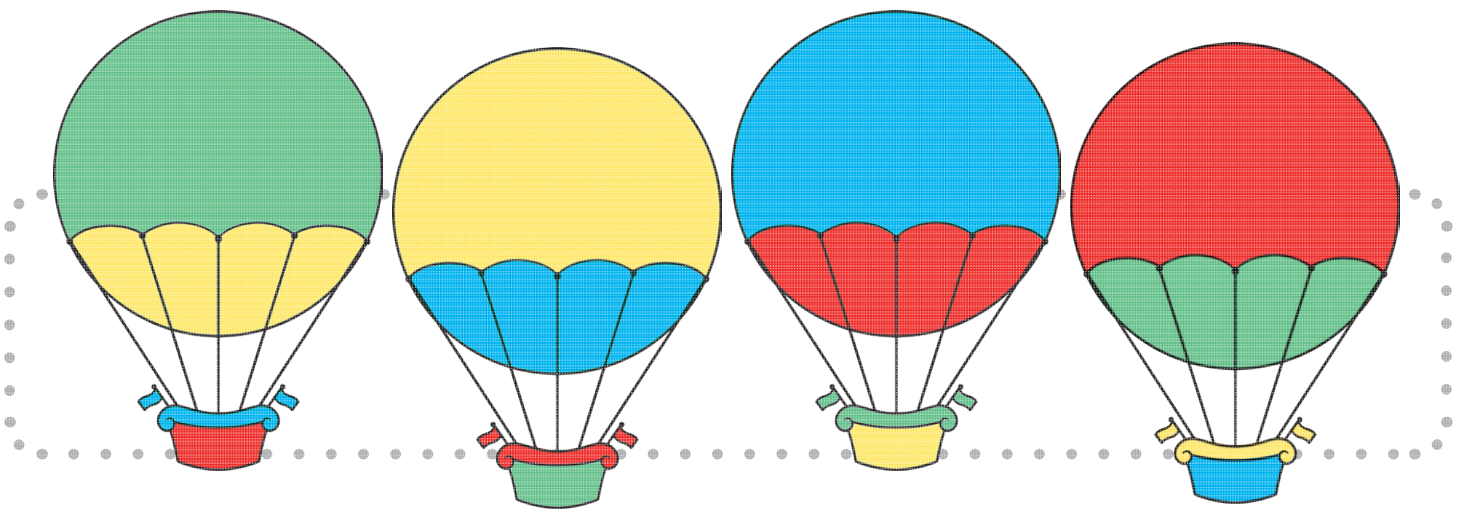
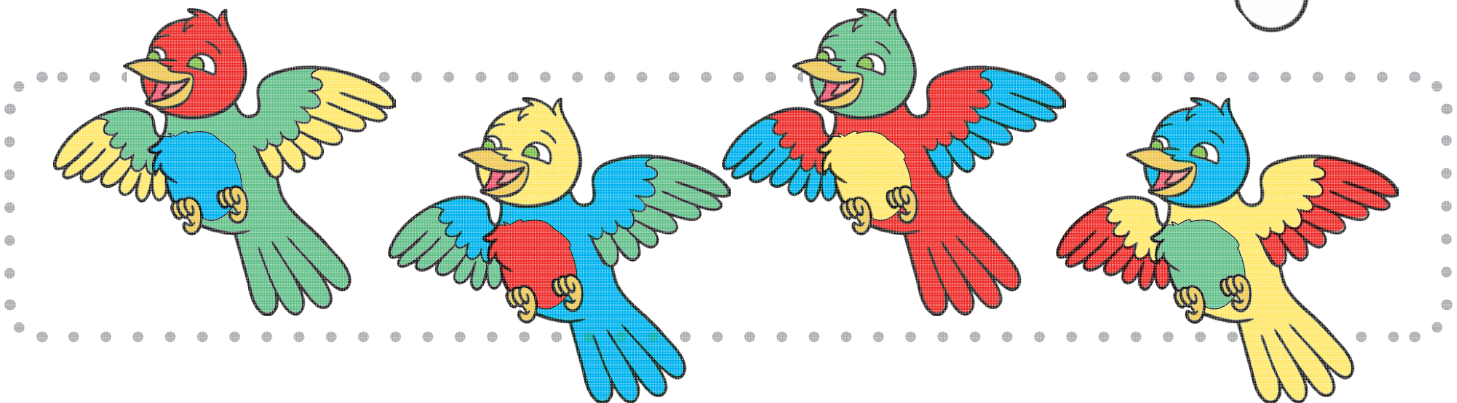
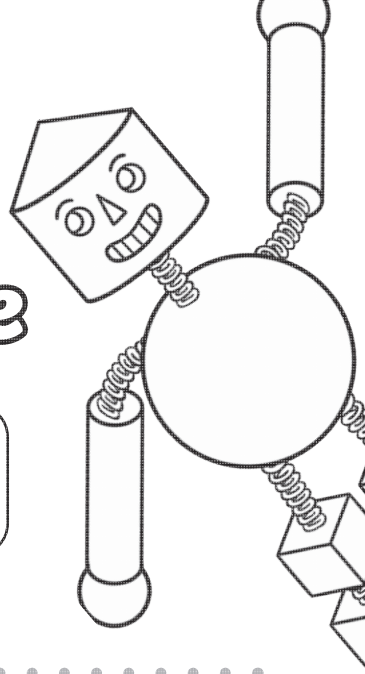
3

Terms 1 - 4

Term 1

Colour the Next in the Sequence

Look at the colours on the birds and
colour the last bird to follow the pattern.



Create a Pattern · Instructions

Create a pattern which includes: _____

- only odd numbers • 3 colours • 5 repeats **Individual answers (see example)**

1	7	5	1	7	5	1	7	5	1	7	5	1	7	5
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Create a pattern which includes: _____

- only letters • 4 colours • 4 repeats

a	b	c	d	a	b	c	d	a	b	c	d	a	b	c	d
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

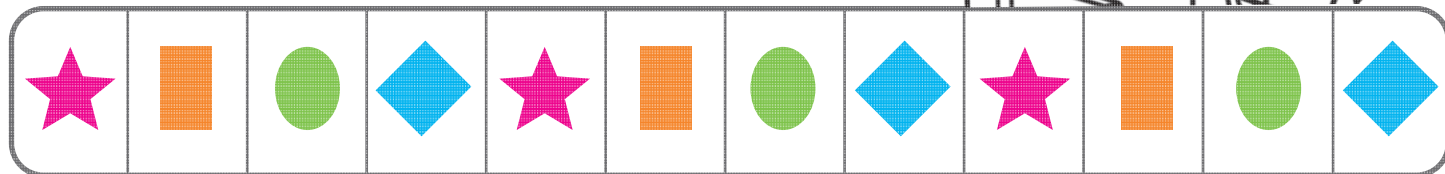
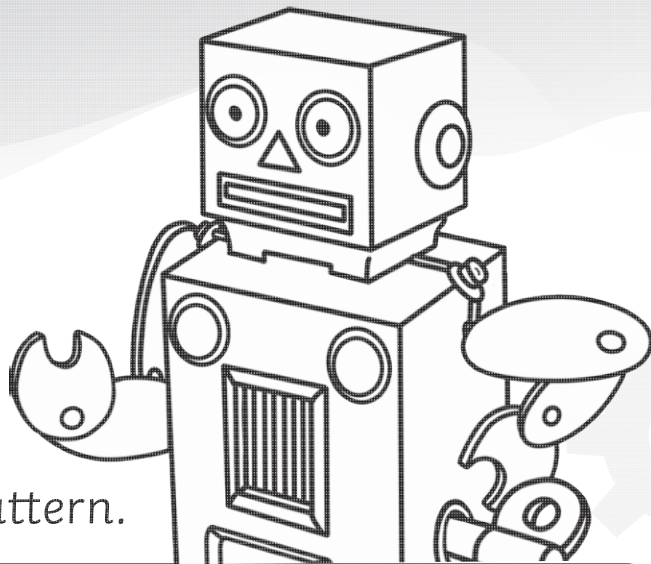
Create a pattern which includes: _____

- 5 colours • 5 numbers • 3 repeats

8	4	9	3	7	8	4	9	3	7	8	4	9	3	7
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Analyse, Describe, Debug

Look carefully at the following pattern.



Look closely at this pattern and **analyse** the elements and repetitions.

How many different shapes are there?

Four

How many different colours are there?

Four

How many repetitions are there?

Three

How many elements are there altogether?

Twelve

Write a description of this pattern. Begin like this -

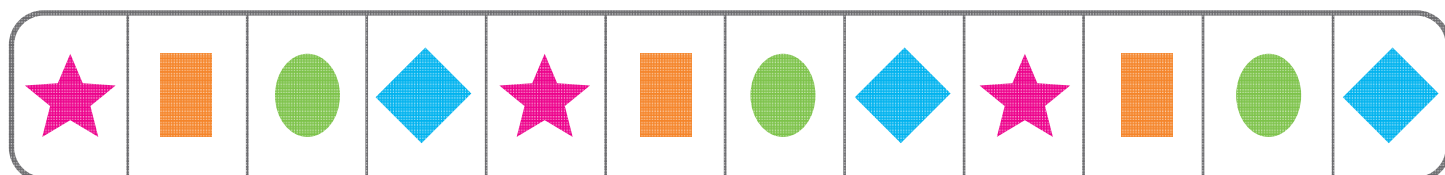
This pattern consists of:

four elements with two characteristics repeated three times.

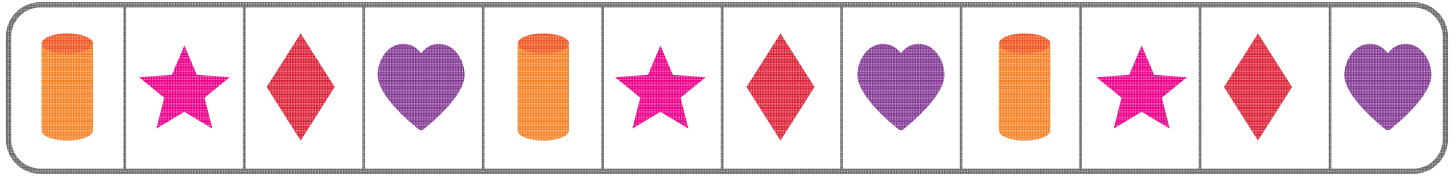
Does this pattern have any bugs? Yes/No

Put a circle around the bugs.

Draw the correct pattern here.



Look carefully at the following pattern.



Look closely at this pattern and **analyse** the elements and repetitions.

How many different shapes are there?

Four

How many different colours are there?

Four

How many repetitions are there?

Three

How many elements are there altogether?

Twelve

Write a description of this pattern. Begin like this -

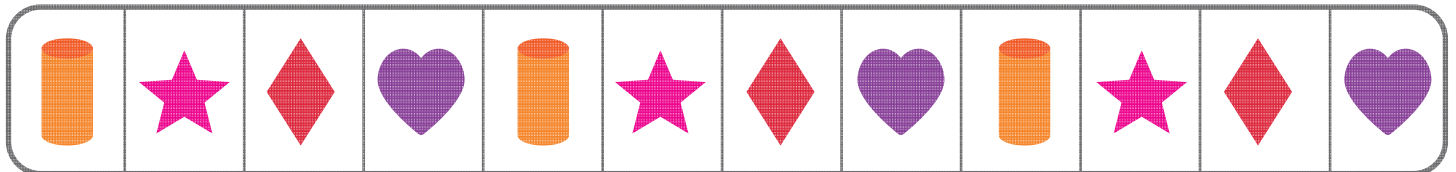
This pattern consists of:

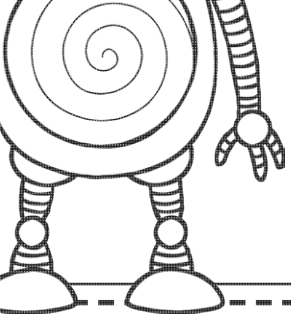
four elements with two characteristics repeated three times.

Does this pattern have any bugs? Yes/No

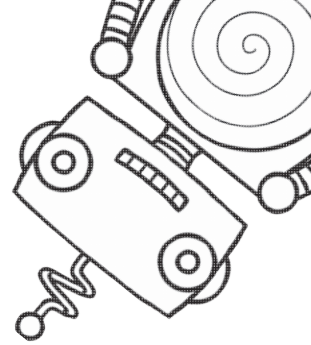
Put a circle around the bugs.

Draw the correct pattern here.





Robotics and Coding



Problem-Solving – The Robot

- 1 Read, understand and explain the problem.
- 2 Devise a plan.
- 3 Implement the plan.
- 4 Reflect – did it work?

1

What is the problem?

You have been given the following code to get the robot across the grid to the computer but the robot ends up in the wrong place.

2

Devise a plan.

What plan can you make to fix the problem? Look carefully at the code and determine where the bug is. Debug the code.

3

Implement the plan.

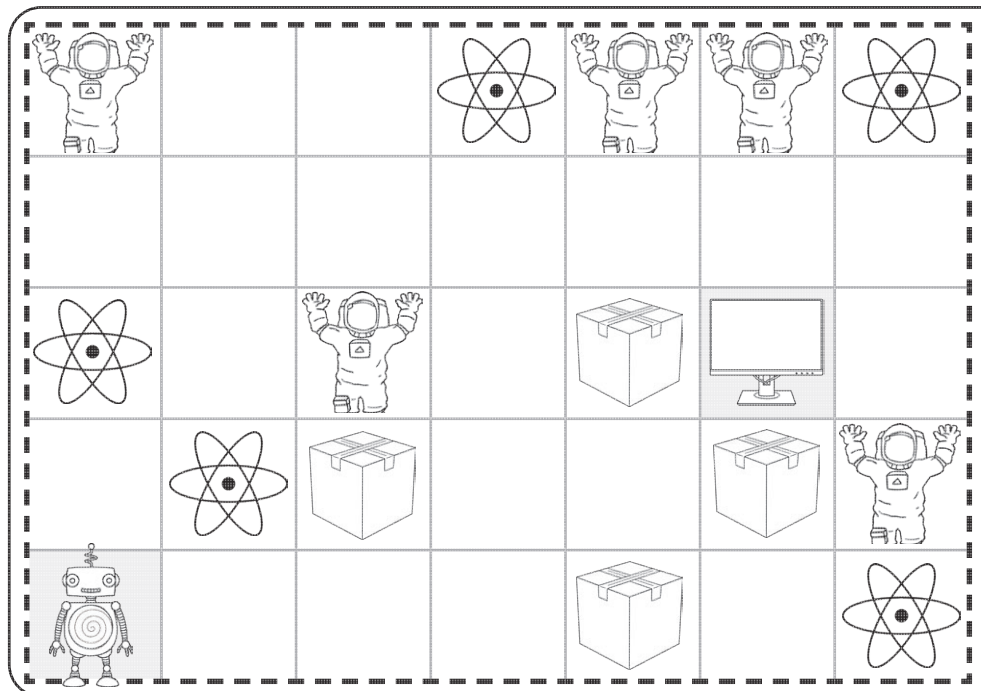
Write the new code here.

Right, right, up, up, up, right, right, down, and down. Try the new code.

4

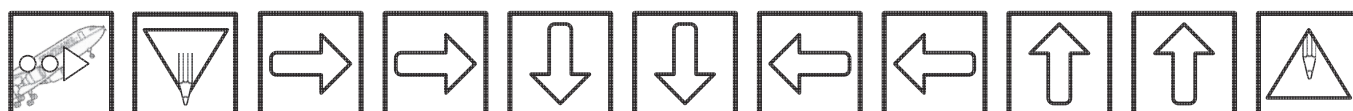
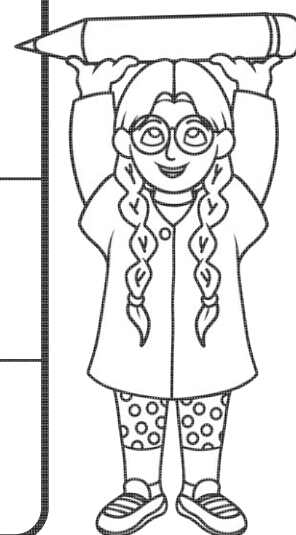
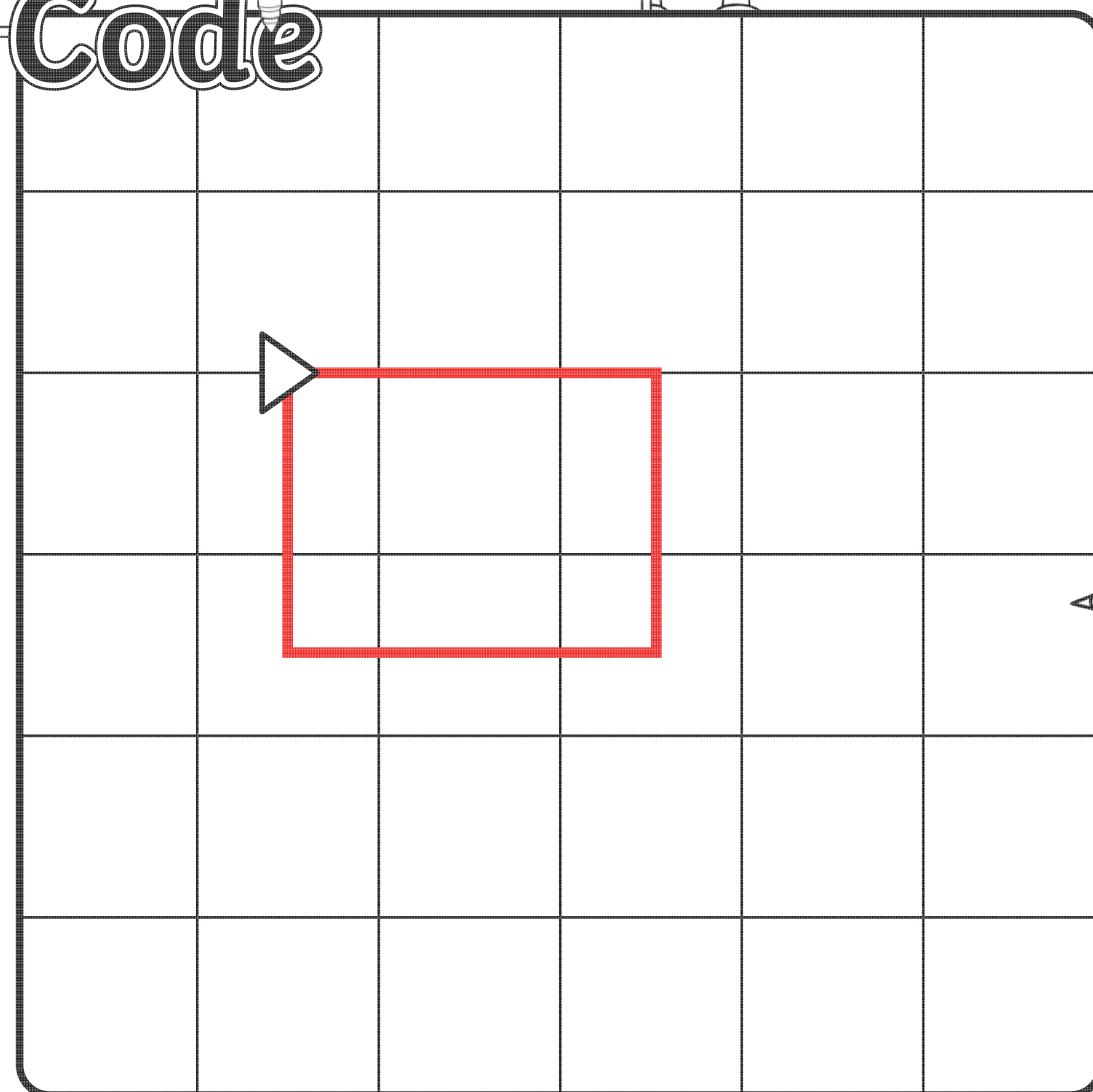
Reflect.

Did it work? Did the robot end up in the correct place? **Yes**

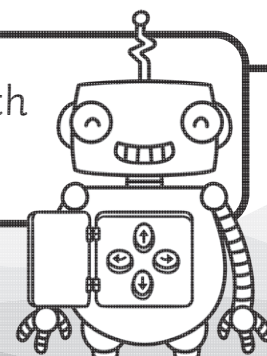


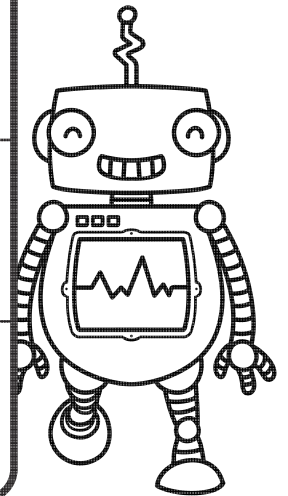
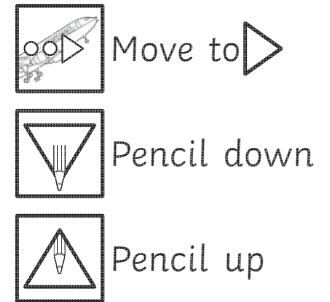
Pen Code

-  Move to ▶
-  Pencil down
-  Pencil up

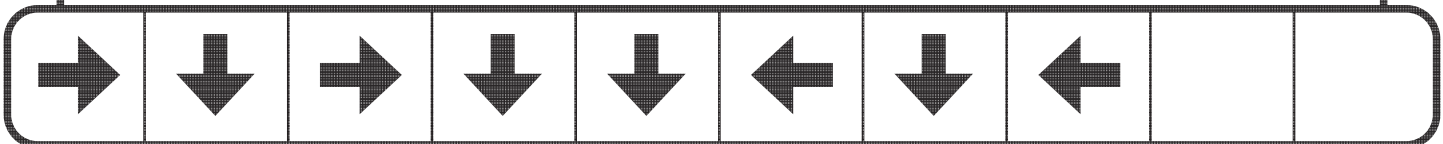


Lisa loves to draw. Look carefully at this code and with your pencil follow the code and draw what Lisa drew.





Fill in the code for Lisa to draw the black lines to complete the shape

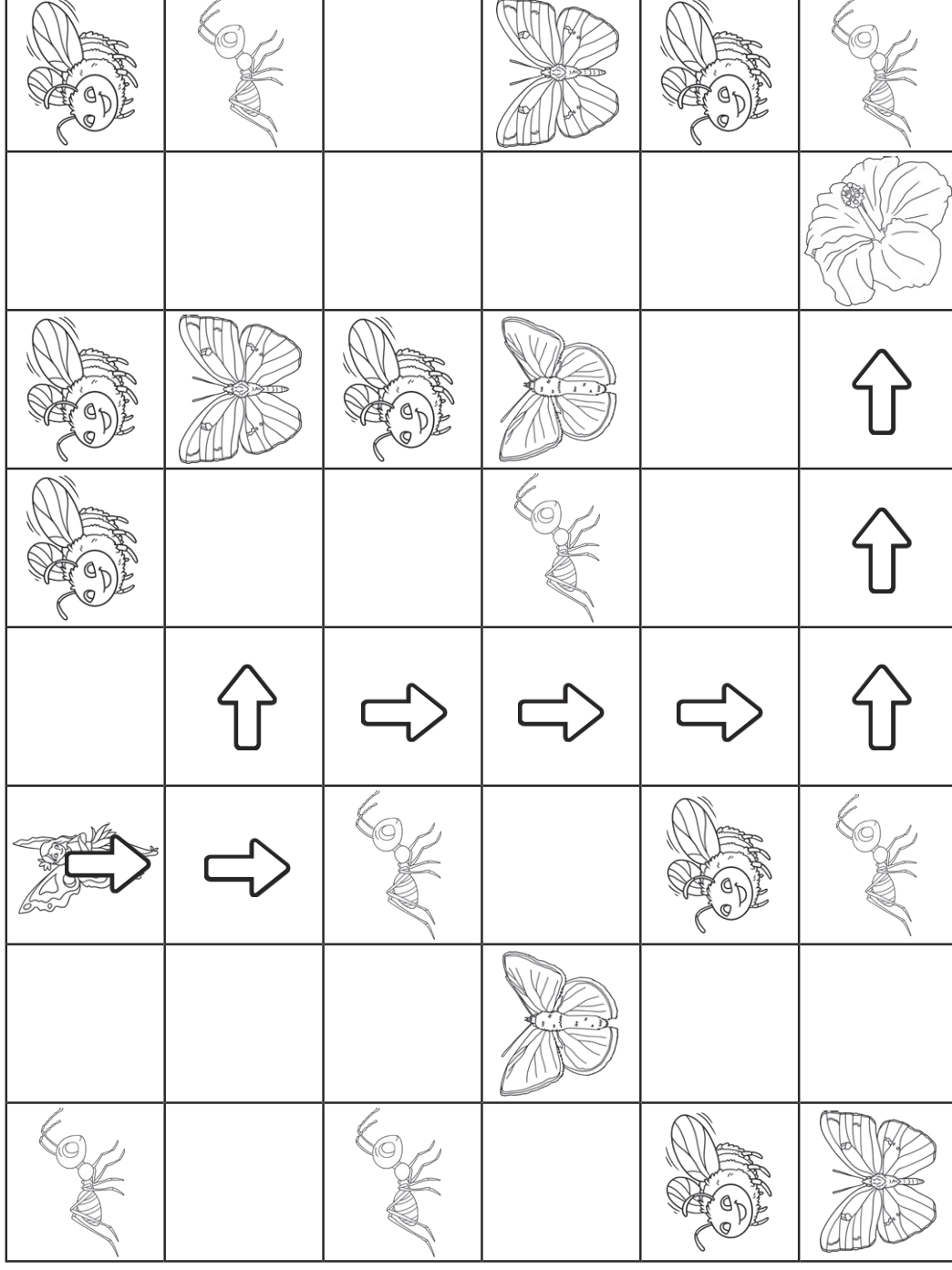


Pattern Recognition - Algorithms

Follow the instructions:

- Move Forward means to advance 1 square.
- Turn Right/Left means to have the fairy turn to your right/left while staying in the same square.

Complete the algorithm to get the fairy to land on the flower.
Draw the directional arrows onto the grid.



Move Forward	Move Forward
Move Forward	Move Forward
Turn Right	Turn Left
Move Forward	Move Forward
Turn Left	Move Forward
Move Forward	Move Forward

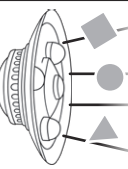
Pattern Recognition - Algorithms



Follow the instructions:

Complete the algorithm to help the superhero stop the aliens.

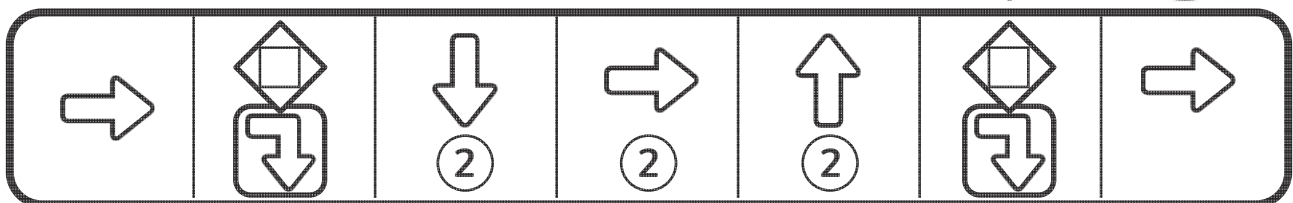
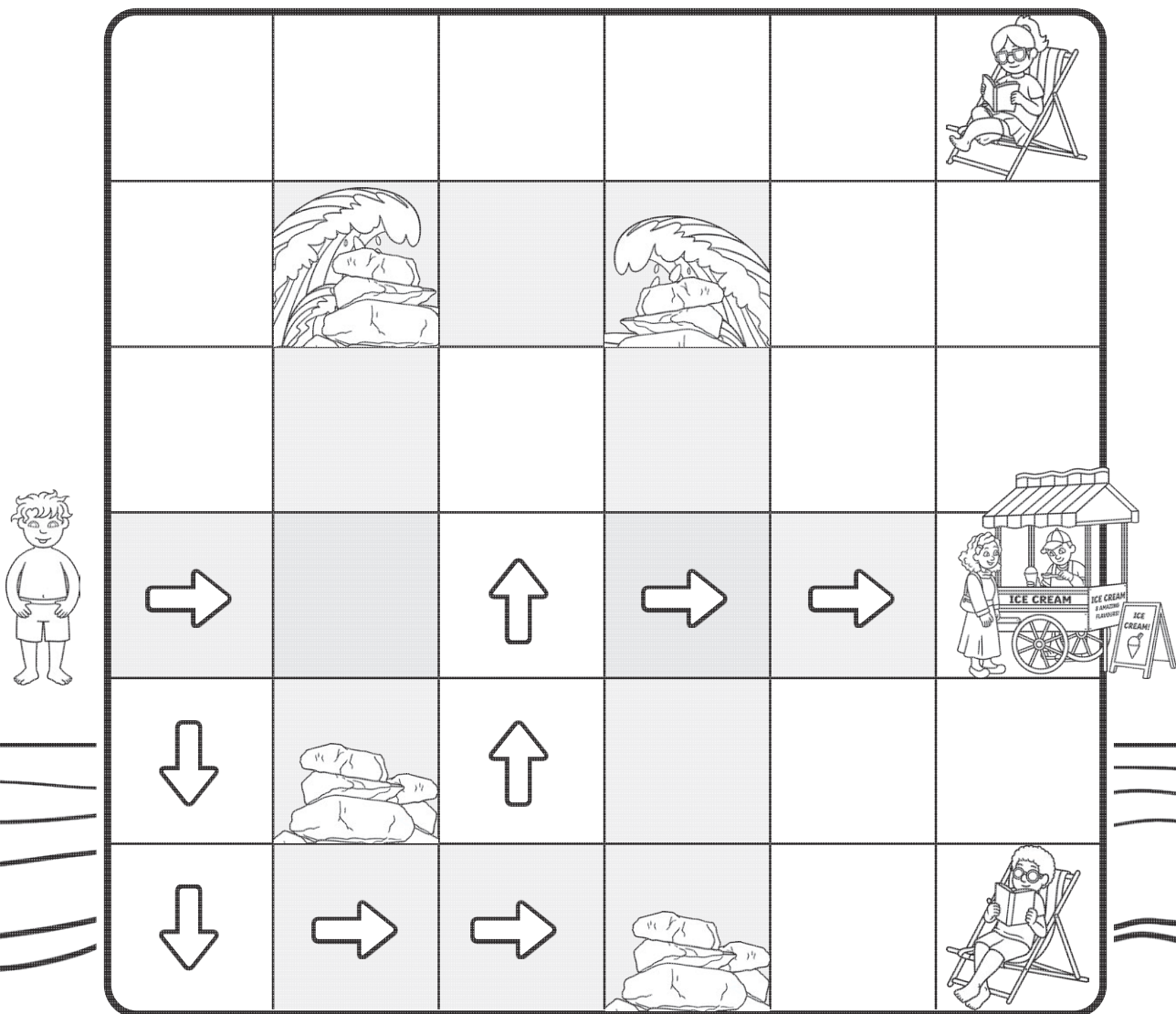
Draw the directional arrows onto the grid.

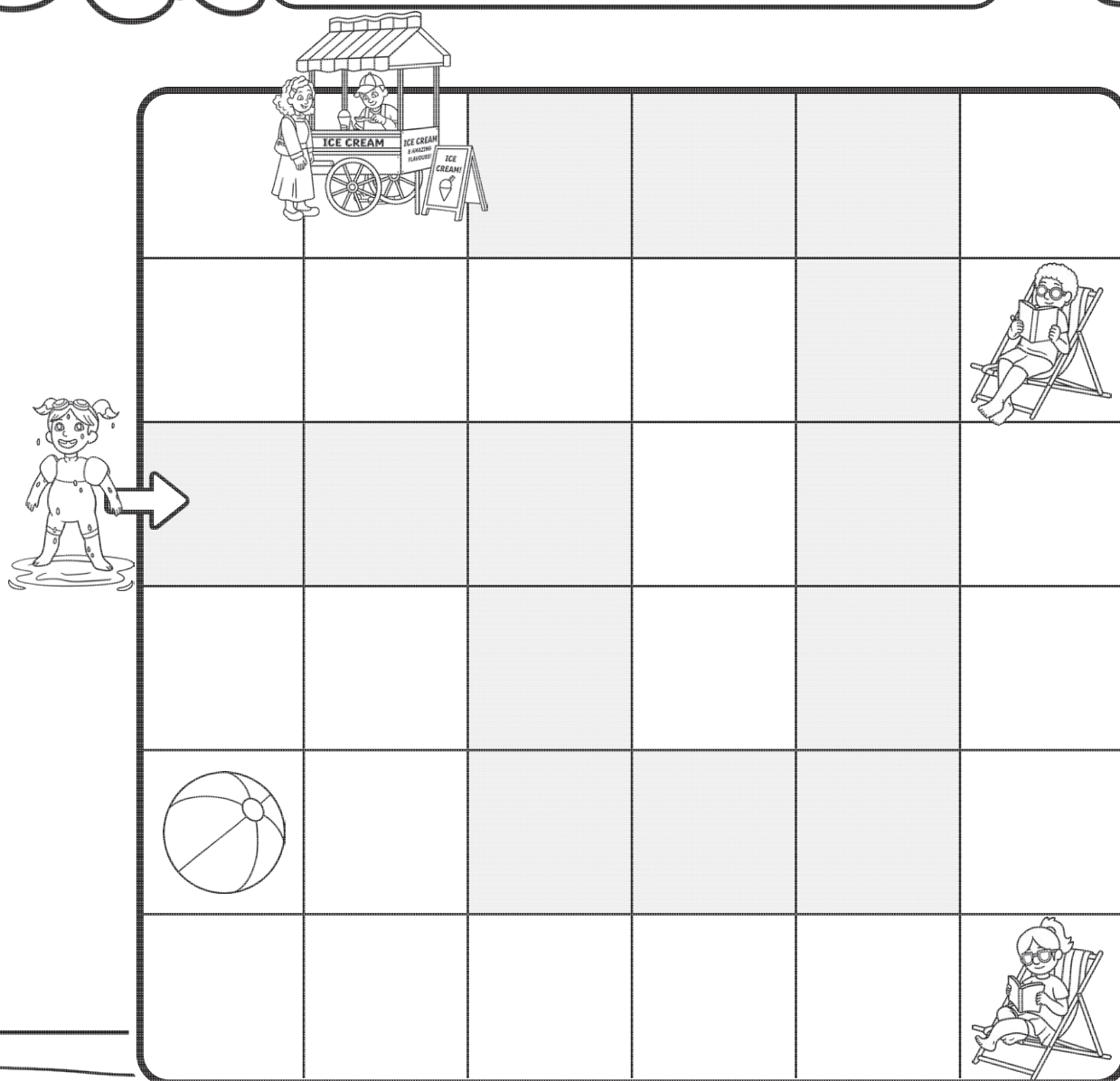
Move Forward	Move Forward
Move Forward	Move Forward
Turn Right	Turn Left
Move Forward	Move Forward
Turn Left	Move Forward
Move Forward	Move Forward

At the Beach

Lucas is playing on the rocks at the beach and wants to get an ice-cream. He does not like the big waves that splash on the rocks and make him all wet. Working in pairs, study the code below and correct any errors you find.



Complete the instructions below to help Lauren get to the ice-cream cart.



Study the grid and fill in the missing instructions.

Forward x2

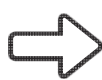
Down x2

Right x2

Up x4

Left x3

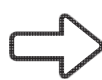
Now code the instructions using arrows and numbers.



2



2



2



4



3

All About Robots

Not all robots are created equal. They don't look or move the same or do the same jobs.

Look at these robots and say what jobs you think they were designed to do.



Pick or plant vegetables.



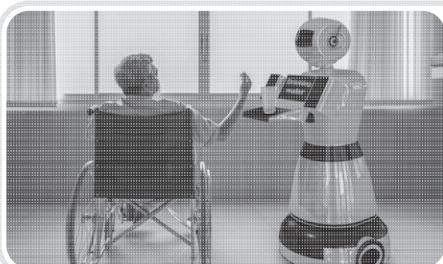
Assist in the operating room.



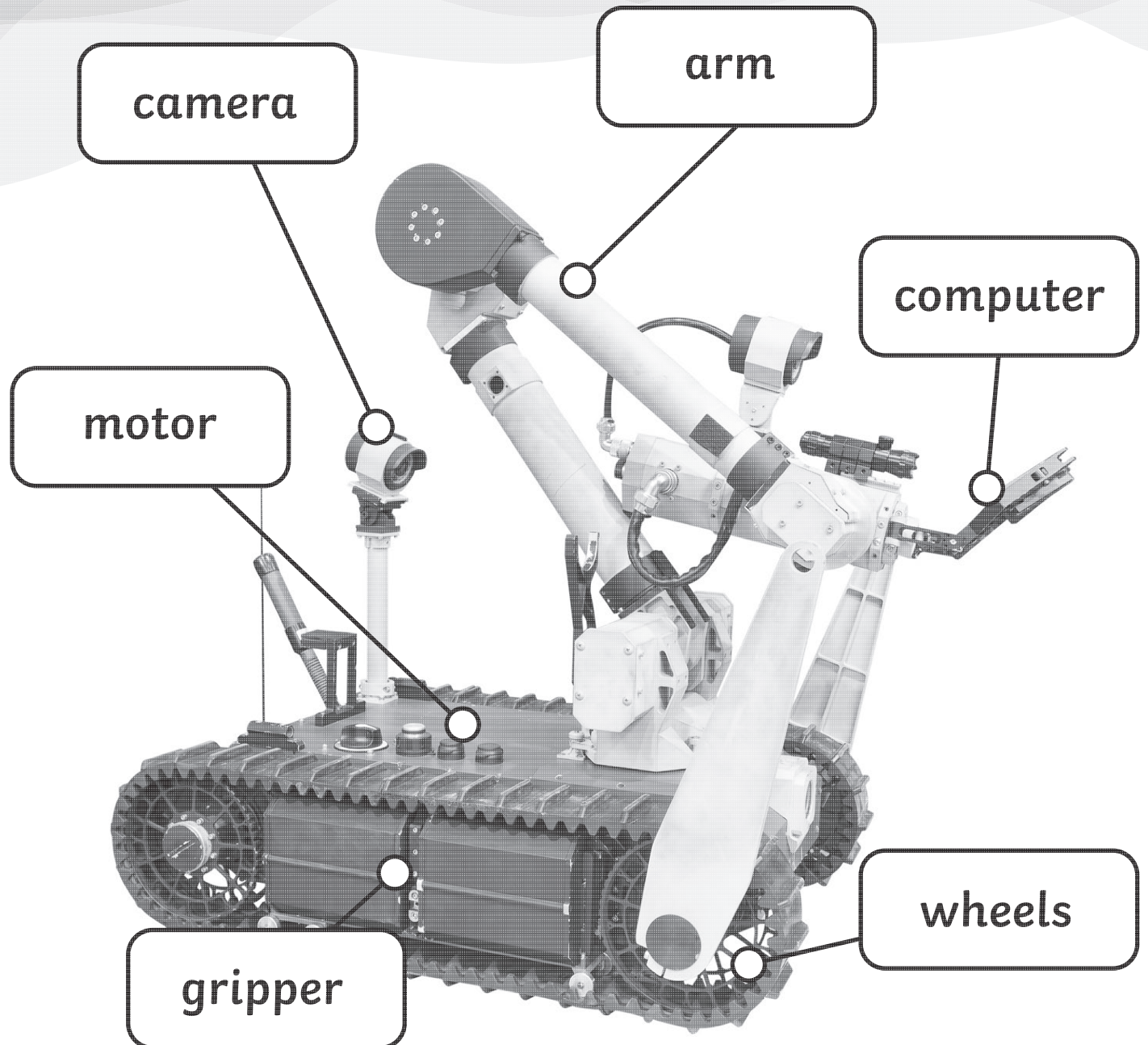
Cut the grass.



Move boxes around the warehouse.



Look after disabled patients.



gripper

wheels

computer

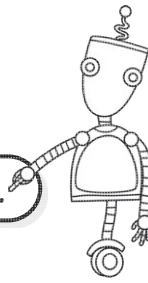
motor

arm

camera

Select the correct word from the box to label the robot.

Select the correct answer by underlining it.



1. Name a technology developed around 5,500 years ago.
 - Computer
 - Wheel
 - Telephone

2. When did technology begin?
 - When robots were invented
 - When electricity was invented
 - When man first began using tools

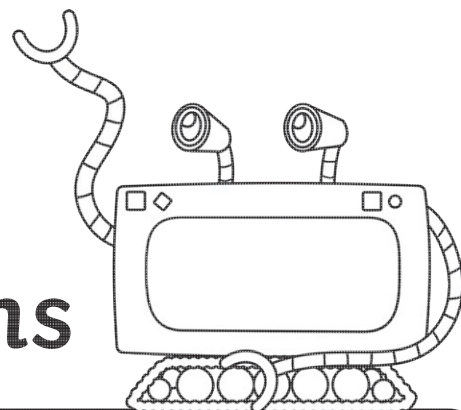
3. Which one of these may have a computer inside it?
 - Bicycle
 - Steam engine
 - Car

4. Which of these is a part of medical technology?
 - X-ray machine
 - Microwave
 - Scanner

5. What type of technology has to do with the processing and storage of data?
 - Information technology
 - Medical technology
 - Transportation technology

- 6 - 10. **Subjective answers.**

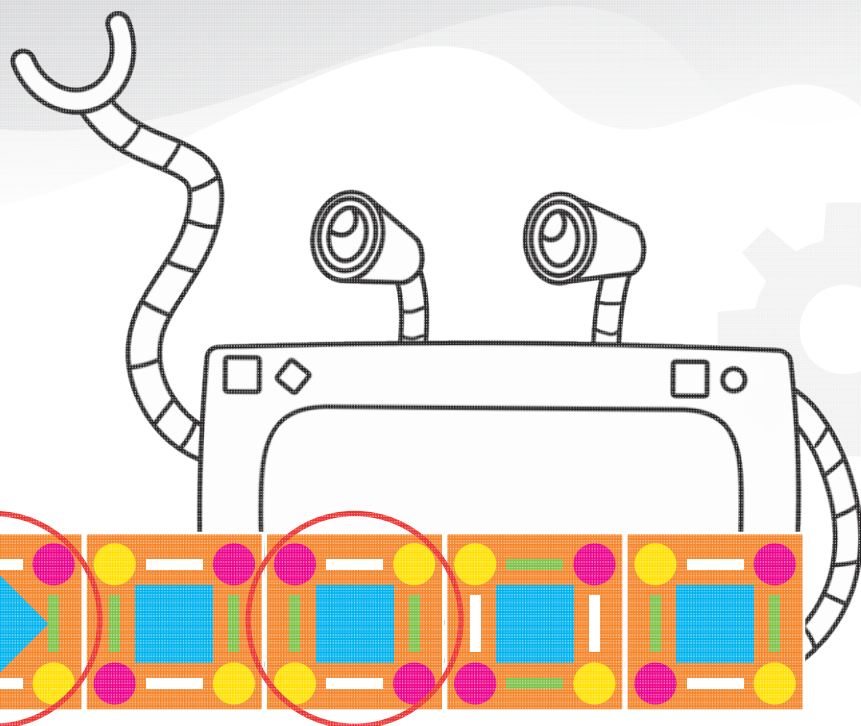
Term 2



Complete the Patterns

Red	Pink	Blue	Red	Pink	Blue	Red	Pink	Blue	Red	Pink	Blue	Red	Pink
Pink			Pink			Pink			Pink			Pink	
Red			Red			Red			Red			Red	
Green		Blue		Green		Blue		Green		Blue		Green	
Yellow		Yellow		Yellow		Yellow		Yellow		Yellow		Yellow	
Blue		Green		Blue		Green		Blue		Green		Blue	
		Yellow				Yellow				Yellow			
	Blue		Blue		Blue		Blue		Blue		Blue		Blue
Pink				Pink				Pink				Pink	
Orange			Orange			Orange			Orange			Orange	
	Orange	Orange		Orange	Orange		Orange	Orange		Orange	Orange		Orange
Orange			Orange			Orange			Orange			Orange	
	Green		Green		Green		Green		Green		Green		Green
Red		Red		Red		Red		Red		Red		Red	
	Yellow		Blue		Yellow		Blue		Yellow		Blue		Yellow
Orange			Orange			Orange			Orange			Orange	
	Green		Green		Green		Green		Green		Green		Green
		Orange				Orange			Orange			Orange	
Blue			Blue			Blue			Blue			Blue	
	Pink		Pink		Pink		Pink		Pink		Pink		Pink
	Green	Yellow		Green	Yellow		Green	Yellow		Green	Yellow		Green

Debugging a Complex Pattern



Look closely at this pattern and **analyse** the elements and repetitions.

How many different shapes are there?

Four

How many different colours are there?

Six

How many repetitions are there?

Eight

How many elements are there altogether?

80

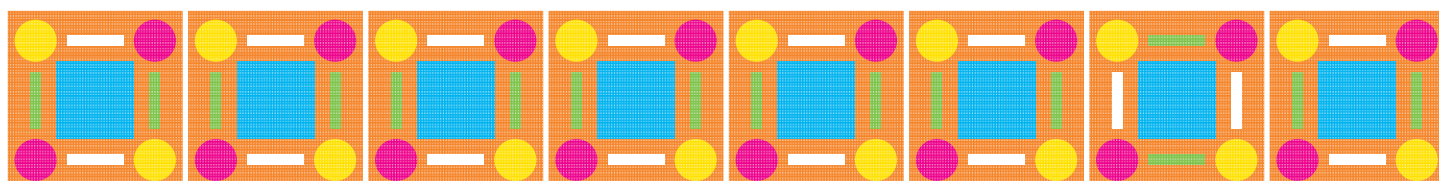
Write a description of this pattern. Begin like this -

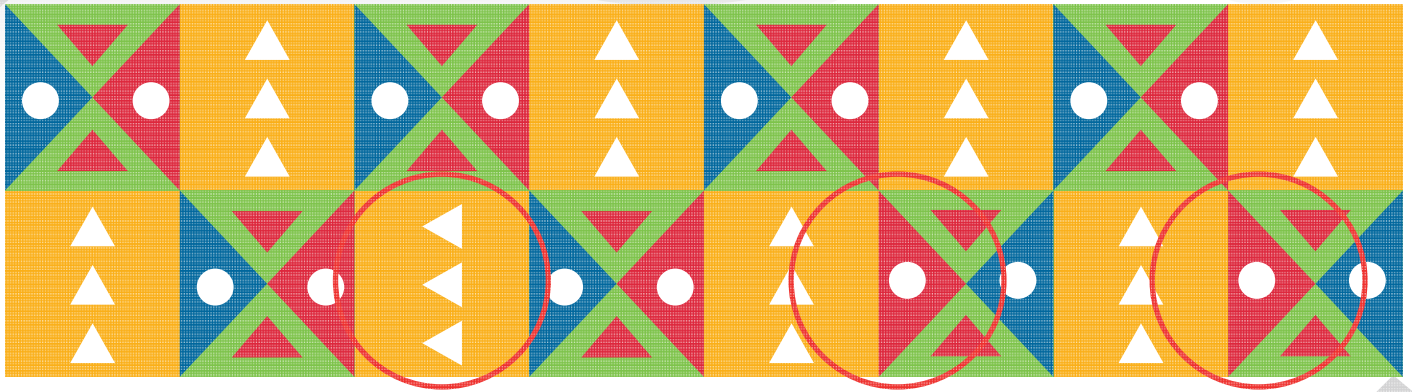
This pattern consists of: **four different shapes with two characteristics each arranged in a complex pattern with eight repetitions.**

Does this pattern have any bugs? Yes/no

Put a circle around the bugs.

Draw the correct pattern here.





Look closely at this pattern and **analyse** the elements and repetitions.

How many different shapes are there?

Six

How many different colours are there?

Five

How many repetitions are there?

Eight

How many elements are there altogether?

96

Write a description of this pattern. Begin like this -

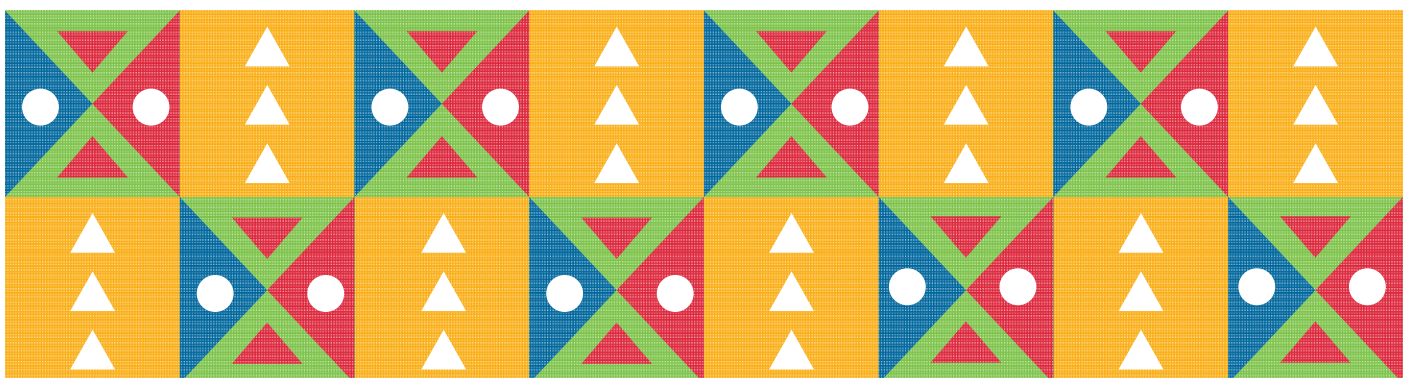
This pattern consists of:

six different shapes with two characteristics each arranged in a complex pattern with 8 repetitions.

Does this pattern have any bugs? Yes/no

Put a circle around the bugs.

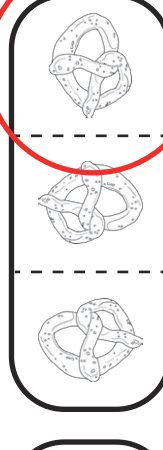
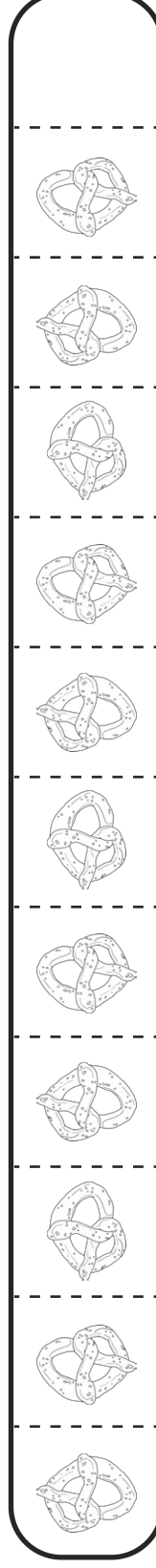
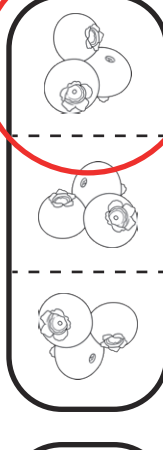
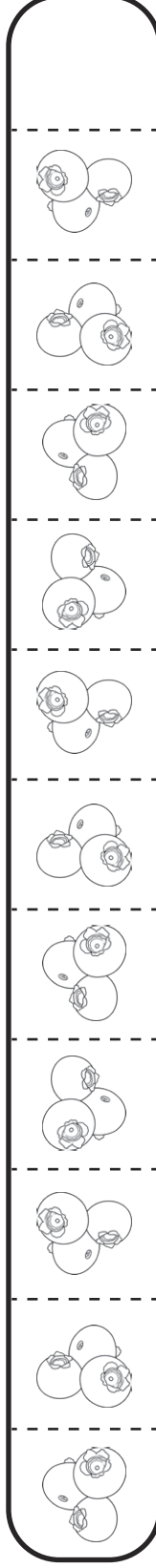
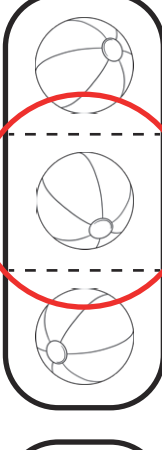
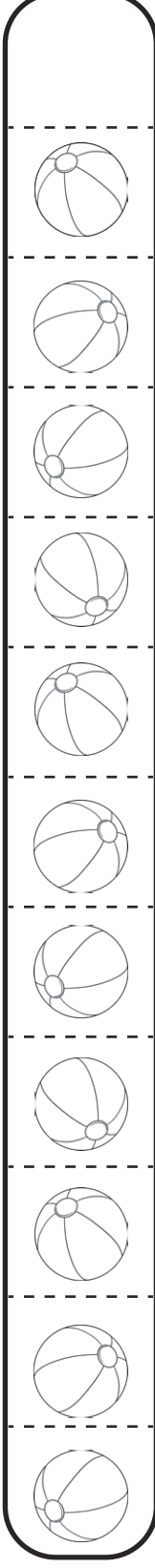
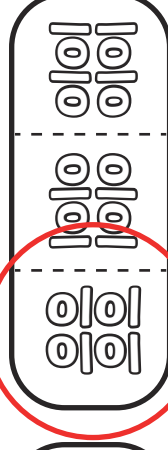
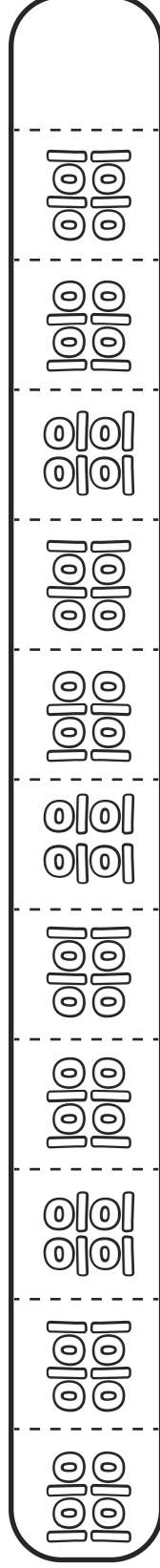
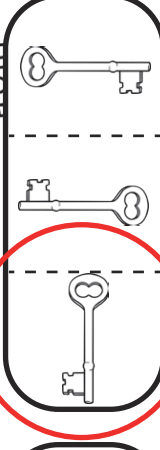
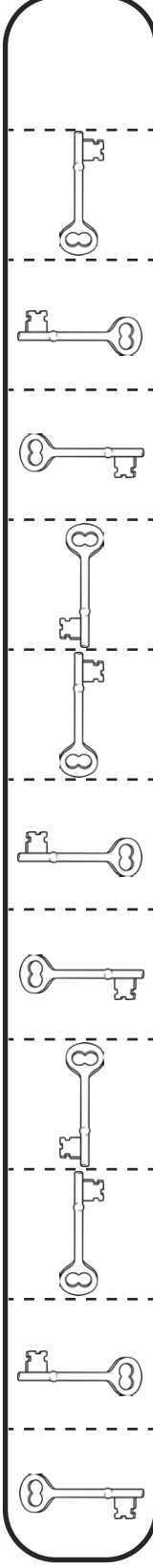
Draw the correct pattern here.

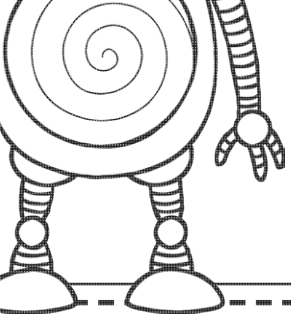


Pattern Recognition

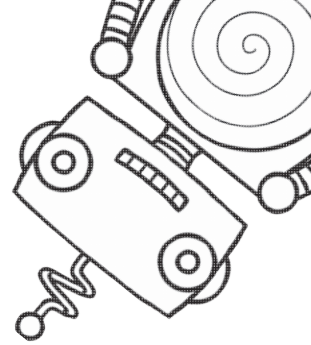
What comes next?

Circle the shape that comes next.





Robotics and Coding



Problem-Solving – The Robot

- 1 Read, understand and explain the problem.
- 2 Devise a plan.
- 3 Implement the plan.
- 4 Reflect – did it work?

1

What is the problem?

You have been given the following code to get the robot across the grid to the computer but the robot ends up in the wrong place.



2

Devise a plan.

What plan can you make to fix the problem? Look carefully at the code and determine where the bug is. Debug the code.

3

Implement the plan.

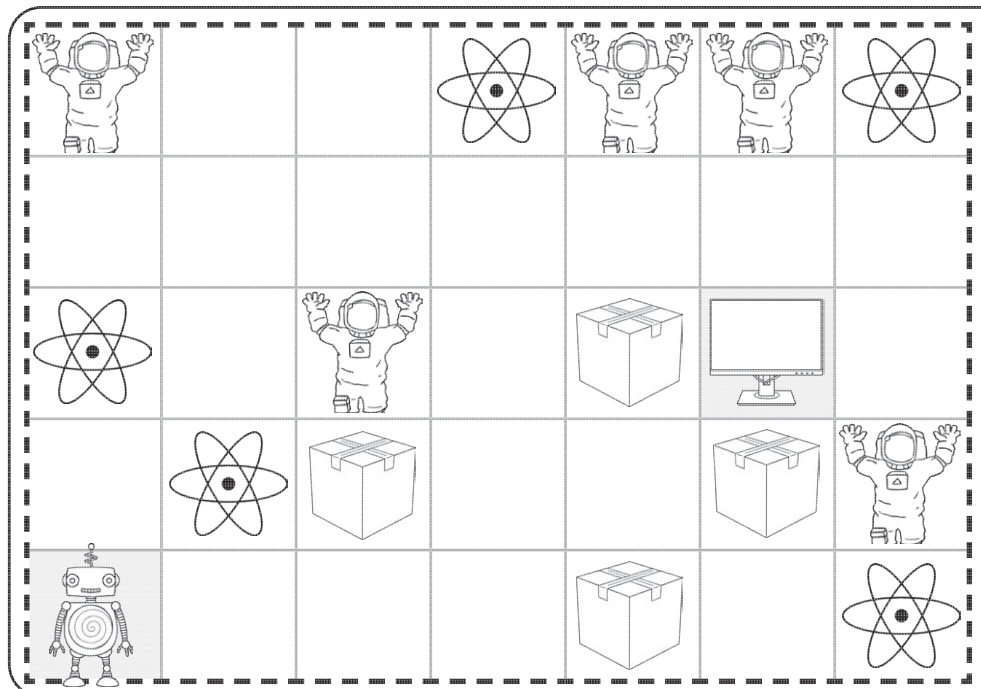
Write the new code here.

Right, down, right, down, down, left, down, and left. Try the new code.

4

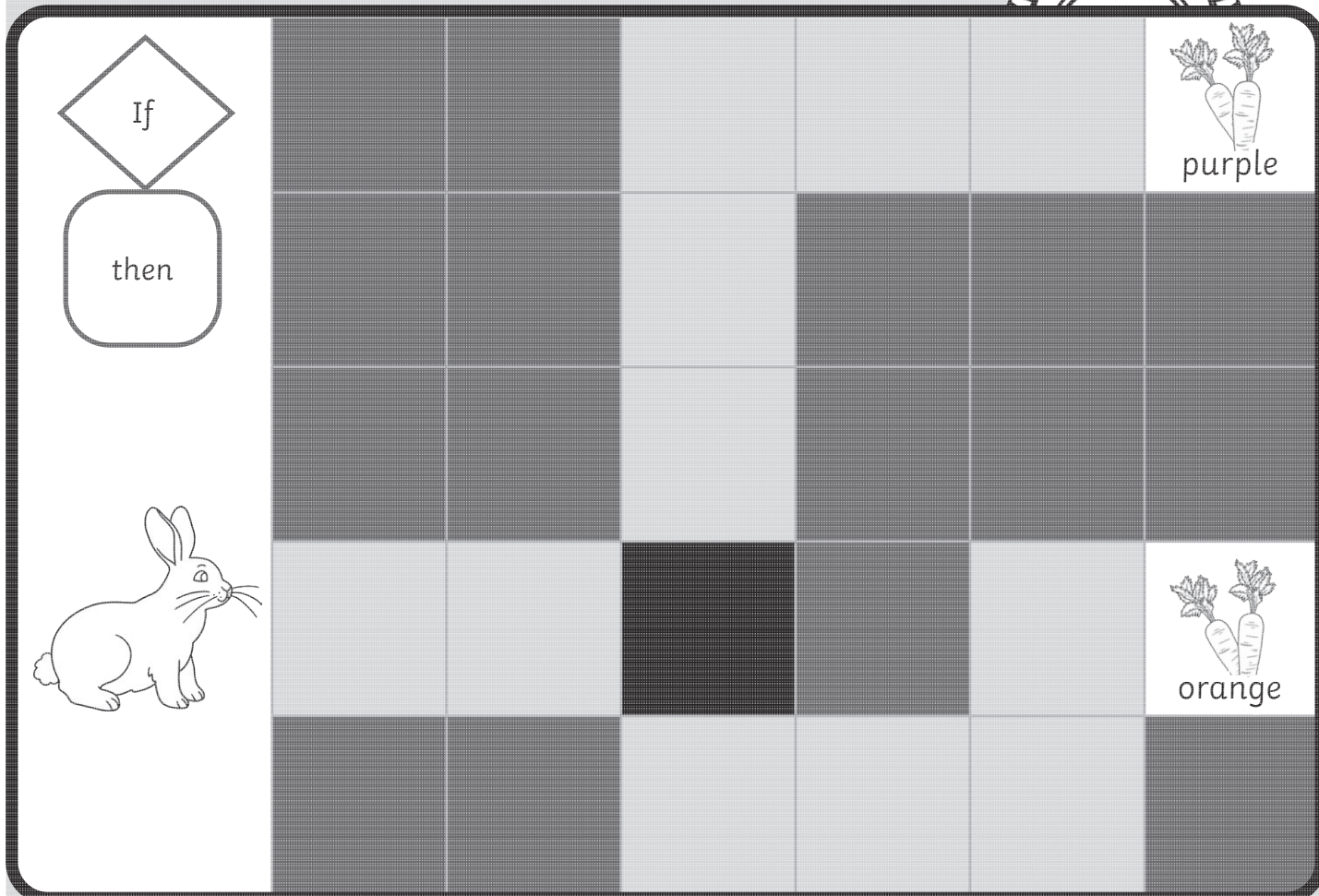
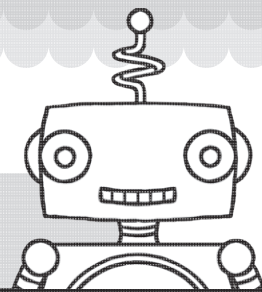
Reflect.

Did it work? Did the robot end up in the correct place?

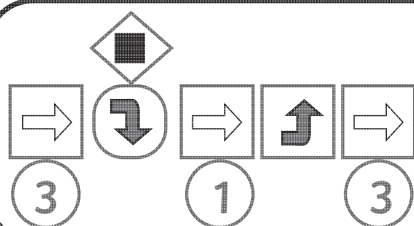


Making Decisions

The bunny does not like purple carrots, when he reaches the black decision block he has to decide which way to go.

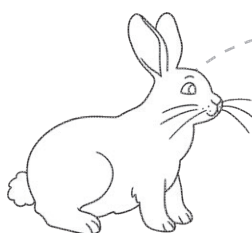
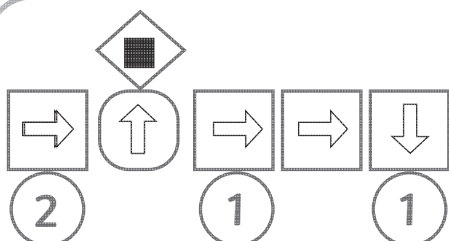


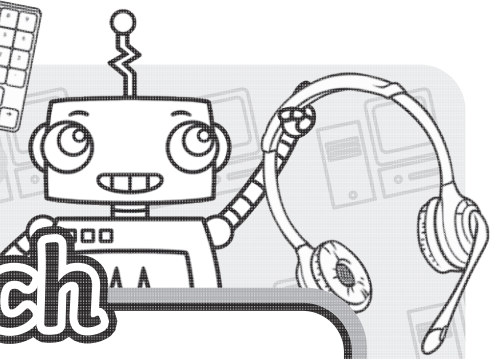
■ If you reach the decision block then decide which way to go. He decided to
 ↱ turn right



This is the code that the bunny followed. Will he reach the orange carrots?

Write the correct code here.





Parts of a Computer Word Search

E	R	K	R	E	P	O	S	A	I	M	C
A	M	E	M	A	T	R	Y	O	A	I	T
R	R	Y	K	K	P	E	N	O	N	C	I
P	M	B	O	M	O	N	I	T	O	R	S
H	I	O	I	M	O	U	S	E	M	O	P
O	M	A	R	O	O	N	P	P	M	P	R
N	R	R	E	W	O	T	E	E	R	H	I
E	B	D	Y	T	H	R	A	D	P	O	N
S	I	Y	E	N	W	B	K	S	R	N	T
E	E	N	I	W	N	O	E	R	Y	E	E
M	T	S	R	T	O	O	R	W	S	O	R
W	E	B	C	A	M	T	S	D	E	K	A

monitor

keyboard

earphones

tower

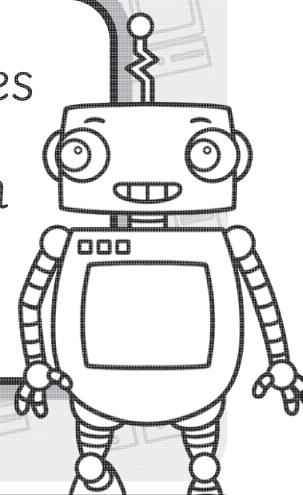
speakers

webcam

mouse

microphone

printer



Term 3

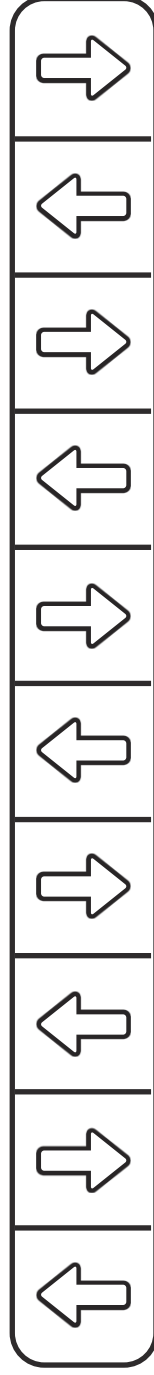
Interpret and Translate the Patterns

Instructions:

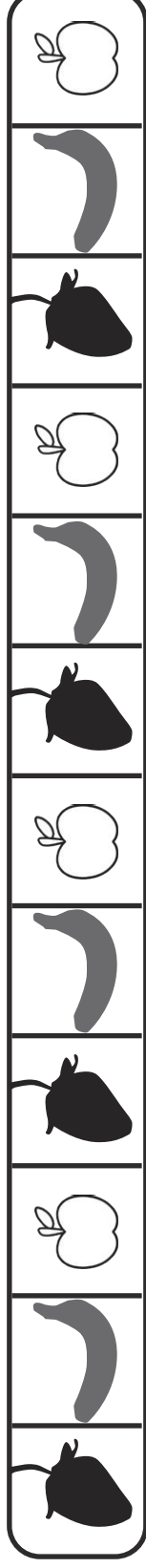
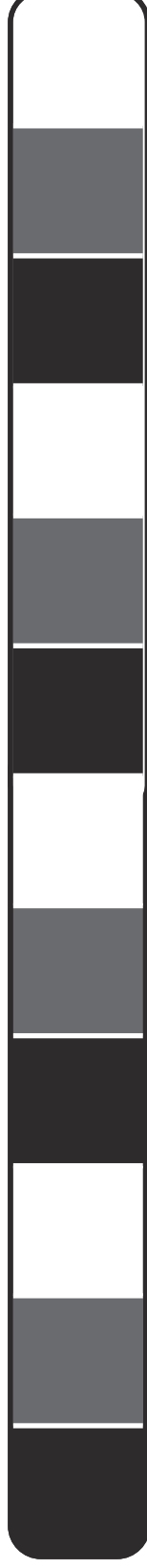
Look at the following pattern.



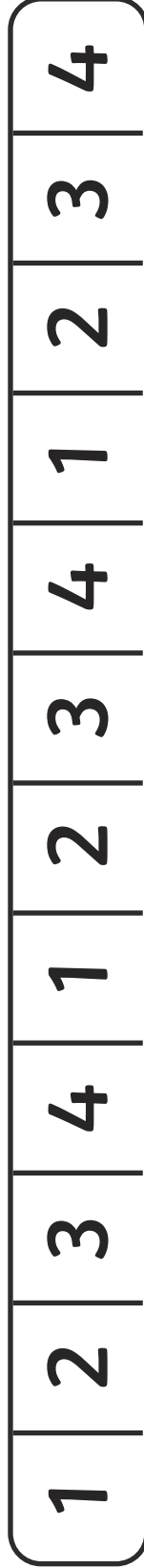
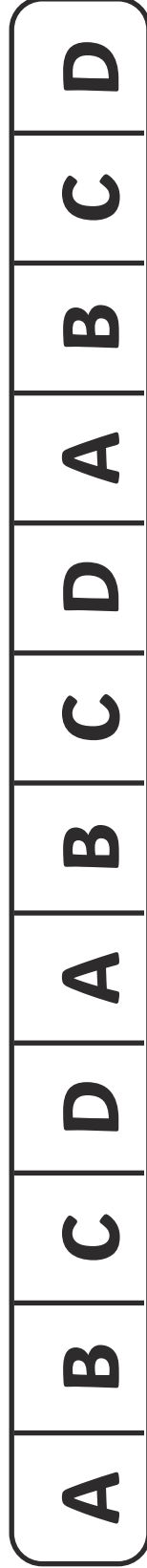
Now using the arrows
interpret the pattern above
into the table below.



Look at the following
pattern then interpret
it into the table below
using the fruit.

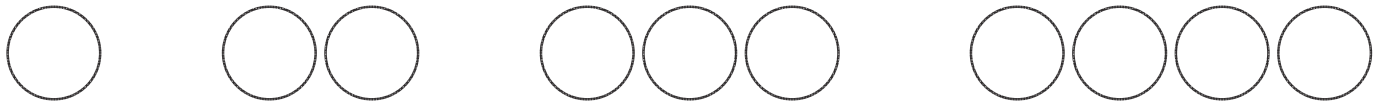


Look at the
following pattern
then interpret
the pattern
using numbers.



Growing and Decreasing Patterns

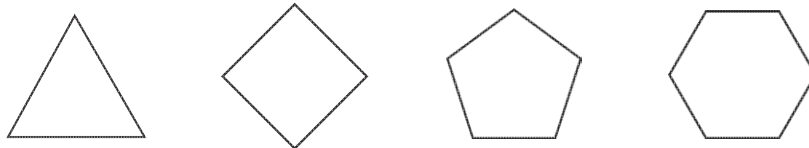
Look at this pattern and determine the rule.



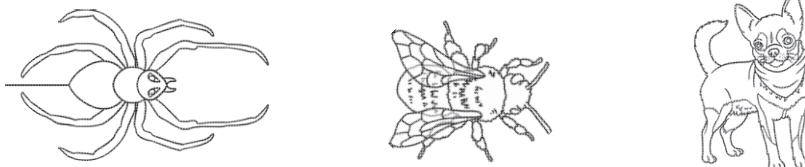
The rule is +1



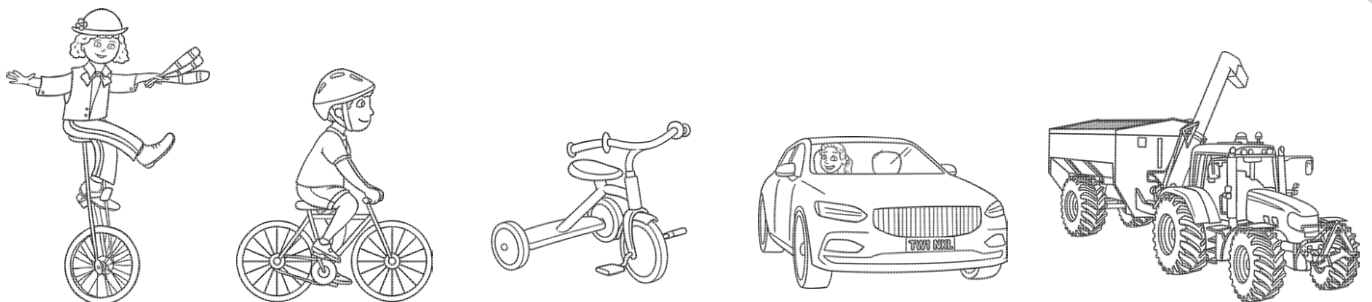
The rule is -1



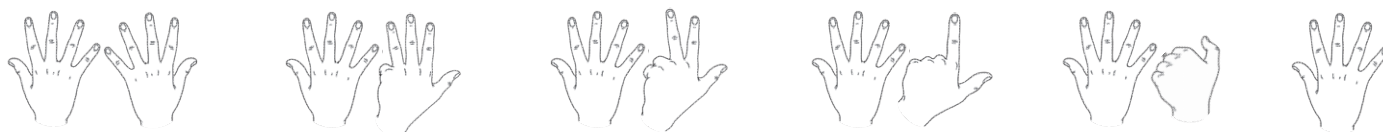
What shape comes next? Heptagon



What will come next? human or bird with two legs.



How many wheels come next? eight wheels



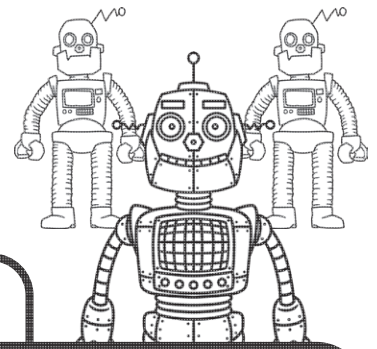
How many fingers come next? four fingers

Draw your own growing pattern.

Individual
learner
answers.

Draw your own decreasing pattern.

Individual
learner
answers.

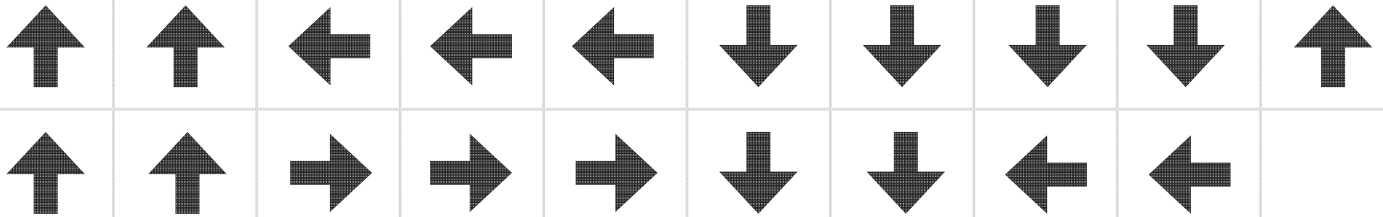


Circle the one that does not fit the pattern in each row.

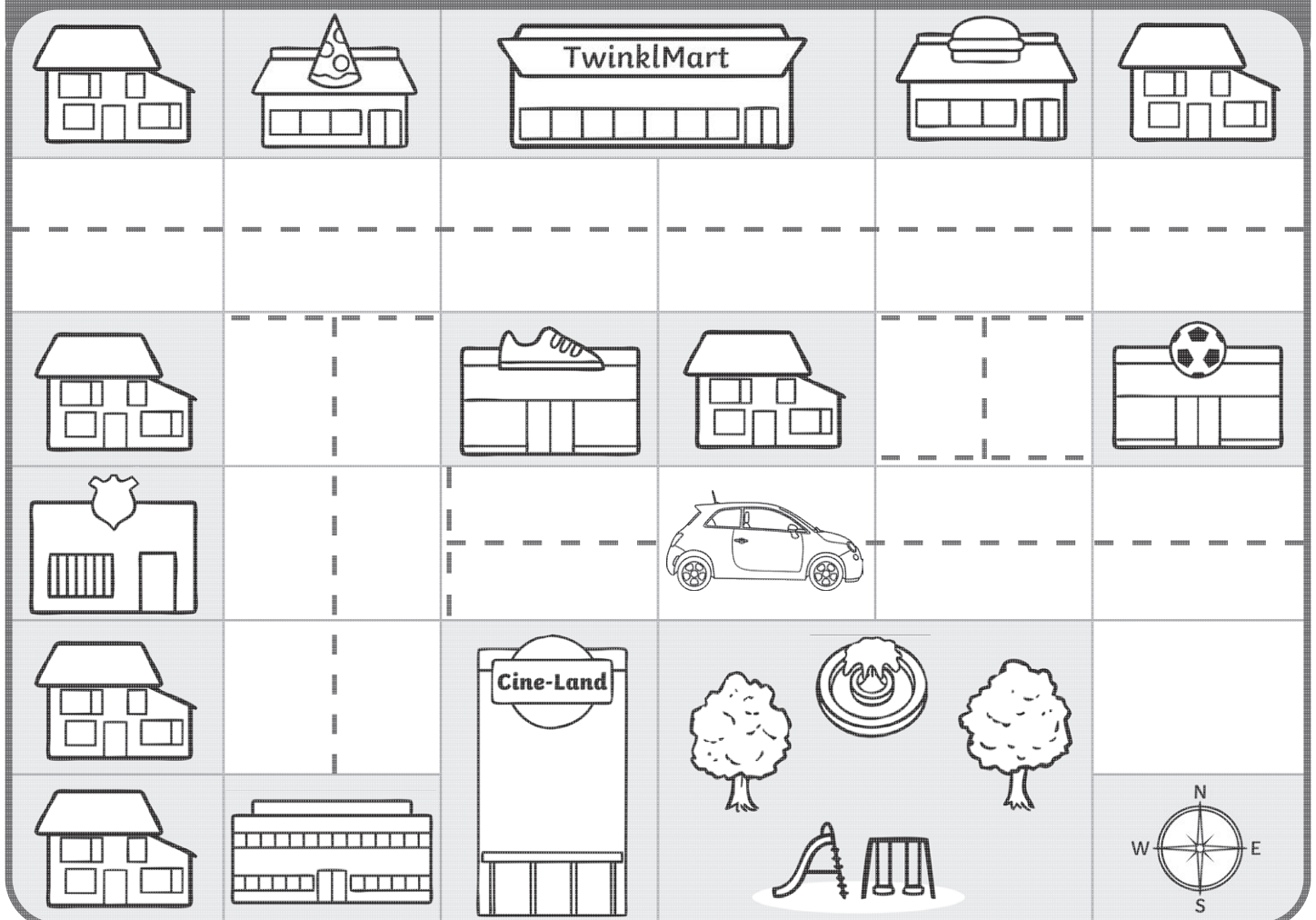
Algorithmic Thinking

A man must drop his child at school and then buy some milk and take it home before he goes to work.

Use directional arrows to write your algorithm here.



Test your plan by drawing it on the grid.

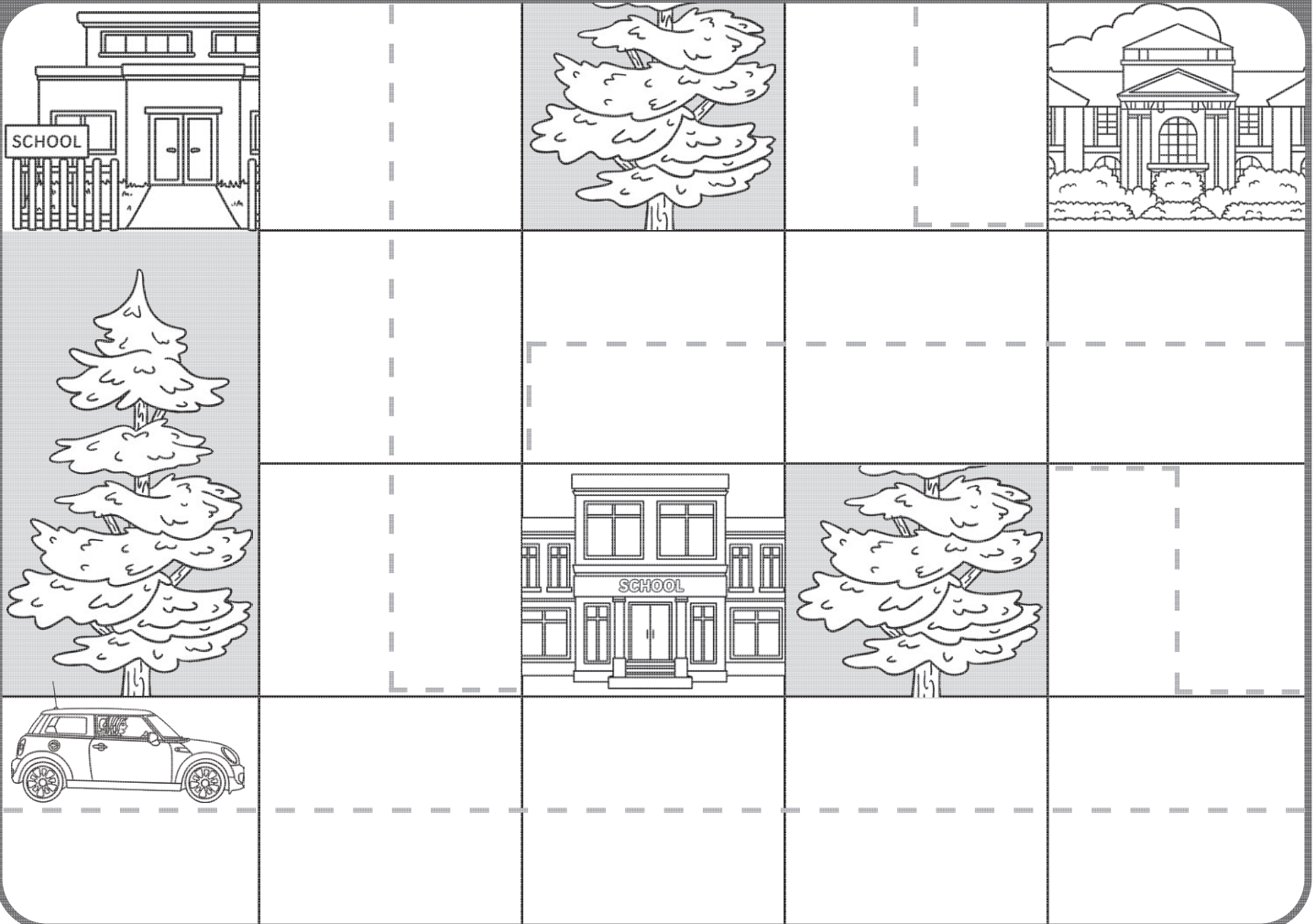


Mom has three children. They all go to different schools. Look at the grid below and work out the easiest route for her to go.

Use directional arrows to write your algorithm here.



Test your plan by drawing it on the grid.



Real-Life Algorithm

Paper Aeroplane

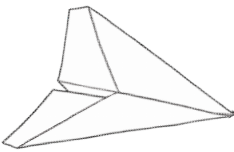
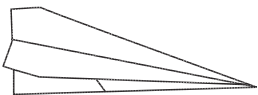
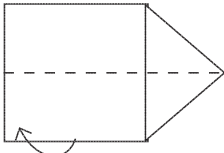
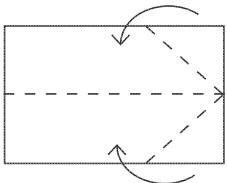
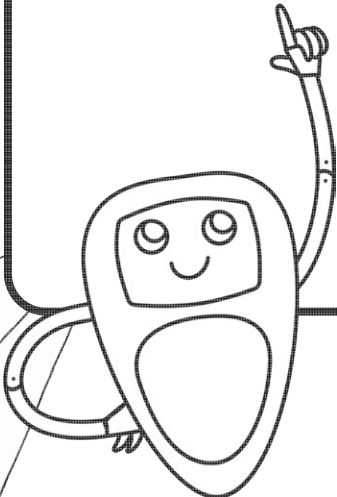
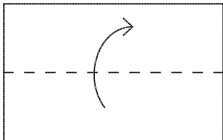
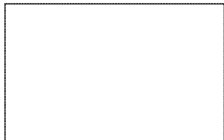
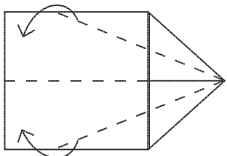
Look at the pictures below. Here are some instructions to make a paper aeroplane.

The problem is they are all muddled up.

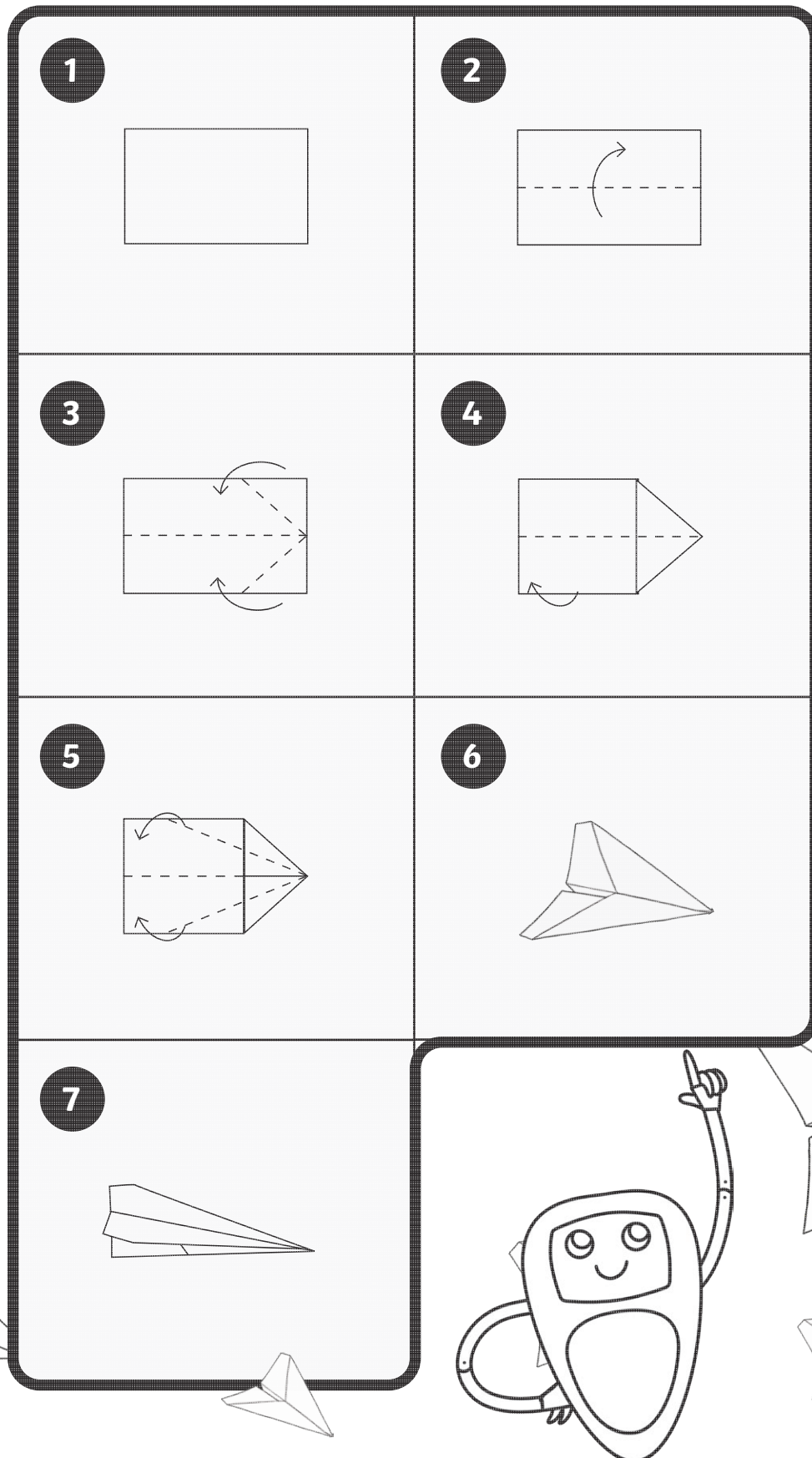
Your task is to decide which pictures you need to make the aeroplane.

Cut them out and stick them in the table below in the correct order to make an algorithm.

When you are done, give your algorithm to a classmate to follow and make the aeroplane.

Make your algorithm here:



Disclaimer: To ensure the safety of the learners in your setting, it is your responsibility to assess whether adult supervision or other appropriate safety measures are required when using scissors.

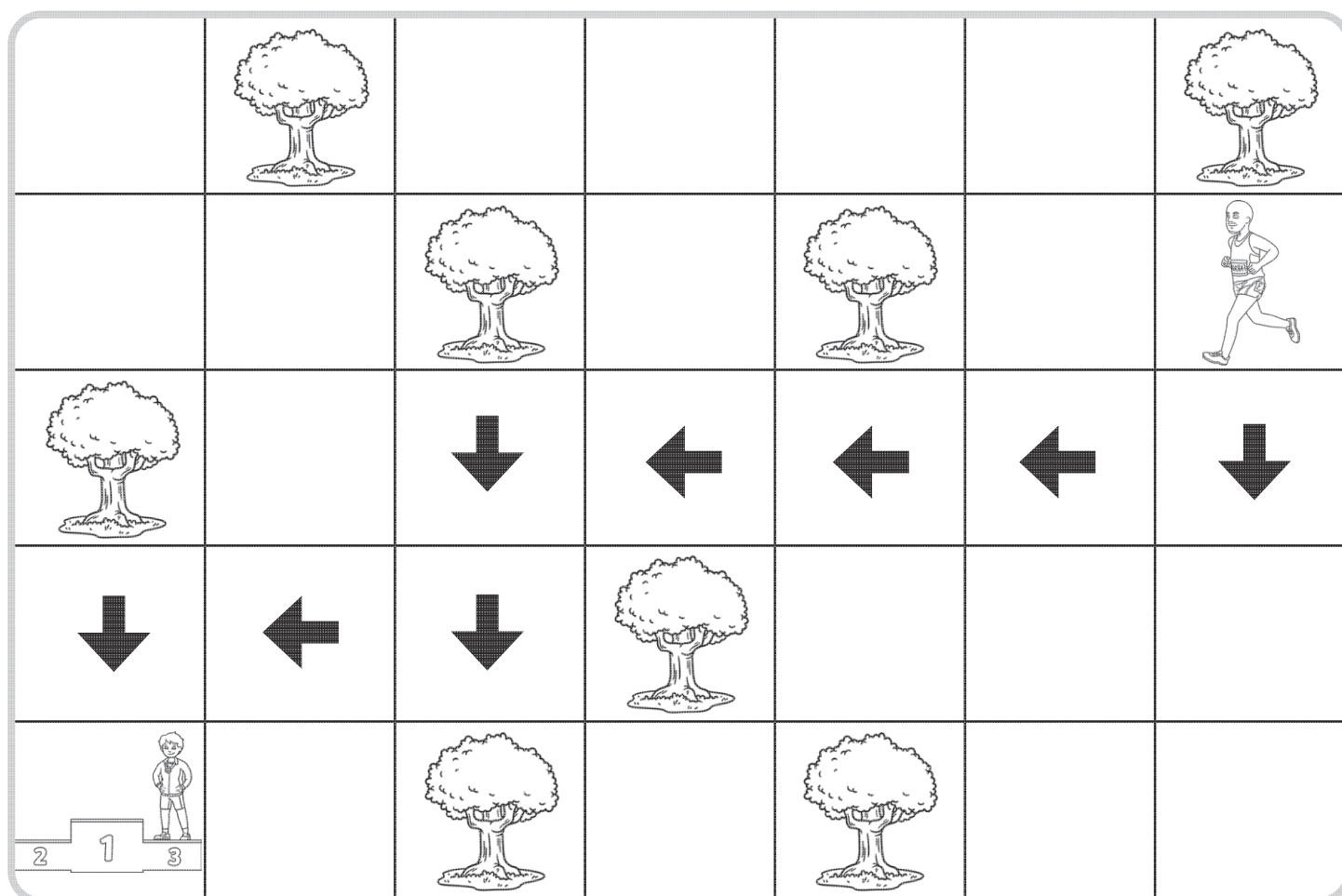
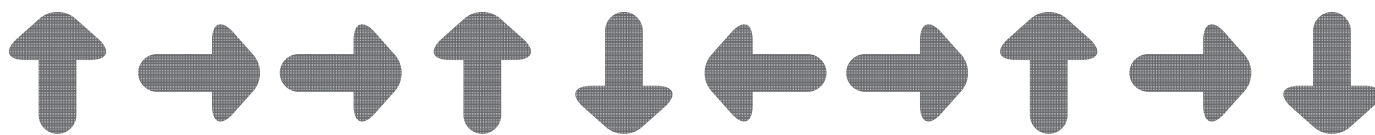
The Athlete



1. Read, understand, and explain the problem.
2. Devise a plan.
3. Implement the plan.
4. Reflect – did it work?

1. What is the problem?

You have been given the following code to get the runner across the grid to the podium but the runner ends up in the wrong place.



2. Devise a plan.

What plan can you make to fix the problem? Look carefully at the code and determine where the bug is. Debug the code.

3. Implement the plan.

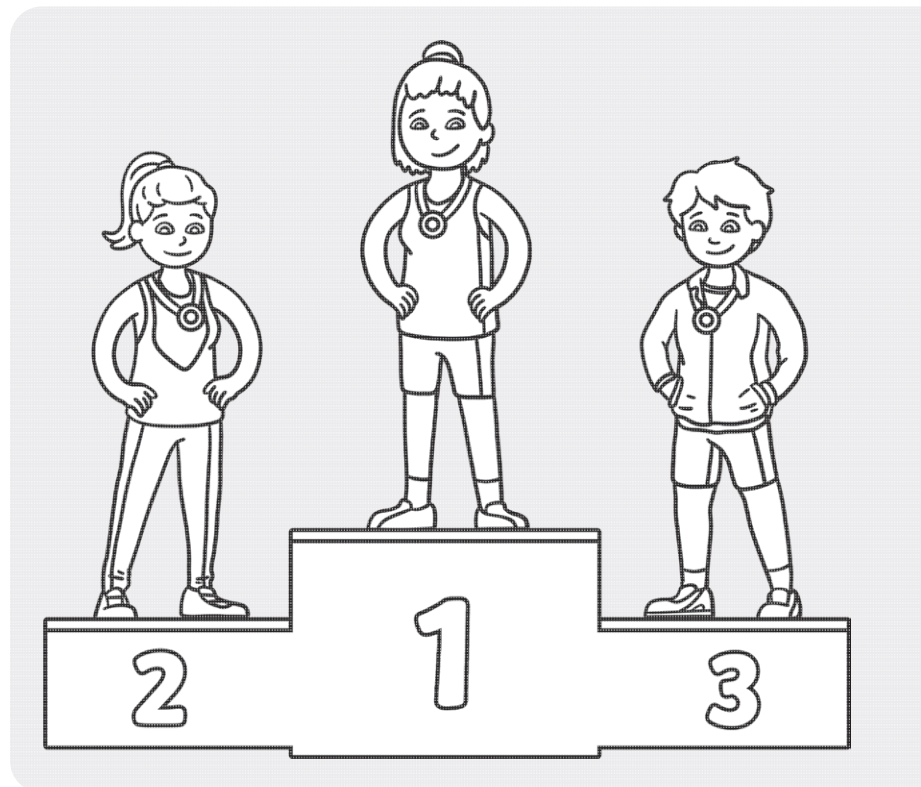
Write the new code here.

Down, left, left, left, down, down, left, down

Try the new code.

4. Reflect.

Did it work? Did the robot end up in the correct place?



Think about these things.

1. How did David feel after he read Peter's comment? List three words.

Hurt, sad, angry, embarrassed, and shy.

2. If you were David's friend and you saw that comment, what would you say to David?

Individual answer.

3. What should David do? List 2 things.

Tell an adult, put the boy on ignore, not respond.

4. Do you think David should post something mean to Peter to get even? Why?

No, individual reasoning.

5. Who should David tell about this? List at least three people.

**Mother, father, teacher, or
any other responsible adult.**



Can you list some things people use the internet for?

Email, chatting, games, music, watching videos, etc.

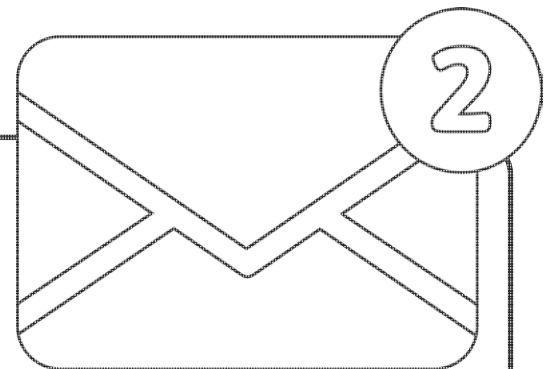
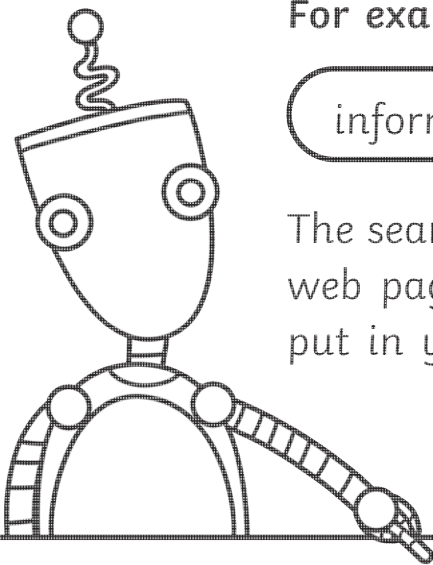
If you do not know the URL of a website you can use a search engine. A search engine is a program that finds a webpage or website for you using the information you give it. You type the information into the search bar.

For example:

information about robots that can talk



The search engine will then bring up a long list of possible web pages for you to look at. The more information you put in your search, the better your results will be.



E-mail stands for electronic mail.

Email is used to send messages to people anywhere in the world. You can attach documents, pictures or songs to an email.

E-learning is learning conducted electronically over the internet.

E-Commerce is the buying and selling of goods on the internet. We refer to it as online shopping.

There are many online games and online movies too. These all require the internet.

Introduction to the Internet

Complete the following sentences by choosing the correct word from the box below.

email

online shopping

attachment

electronic mail

search engine

World Wide Web

URL

e-learning

1. I have your email address so I can send you an Email.
2. I sent you a song as an email Attachment.
3. WWW stands for World Wide Web.
4. The address of a website is called a URL.
5. If you don't know the URL of a webpage you can use a Search engine.
6. If you want to learn something on the internet you can go to an E-learning site.
7. What would you use an e-commerce website for? Online shopping.
8. E-mail stands for Electronic mail.

List three things you like to do on the internet.

Individual answers.

Decoding Using Clues



Instructions

Use the clues below to work out the secret code.

A	B	C	D	E	F	G	H	I	J	K	L	M
									28			
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
								64				76

Clues

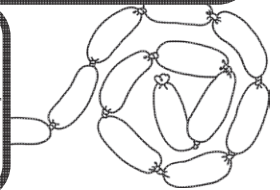


An animal that barks -

d	o	g
10	43	19

What you buy from the butcher -

m	e	a	t
37	13	1	58



Used to make bread -

f	l	o	u	r
16	34	13	61	52



The place where you sleep -

b	e	d	r	o	o	m
4	13	10	52	43	43	37

Part of your face below your mouth -

c	h	i	n
7	22	25	40



The opposite of slowly -

q	u	i	c	k	l	y
49	61	25	7	31	34	73

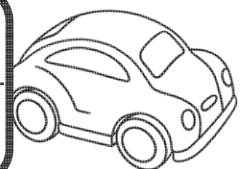
A cat's feet -

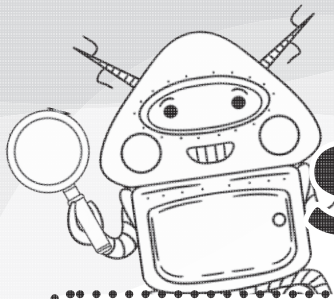
p	a	w	s
46	1	67	55



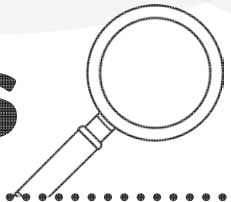
The part of a car the wheels fit onto -

a	x	l	e
1	70	34	13





Search Engines



Instructions:

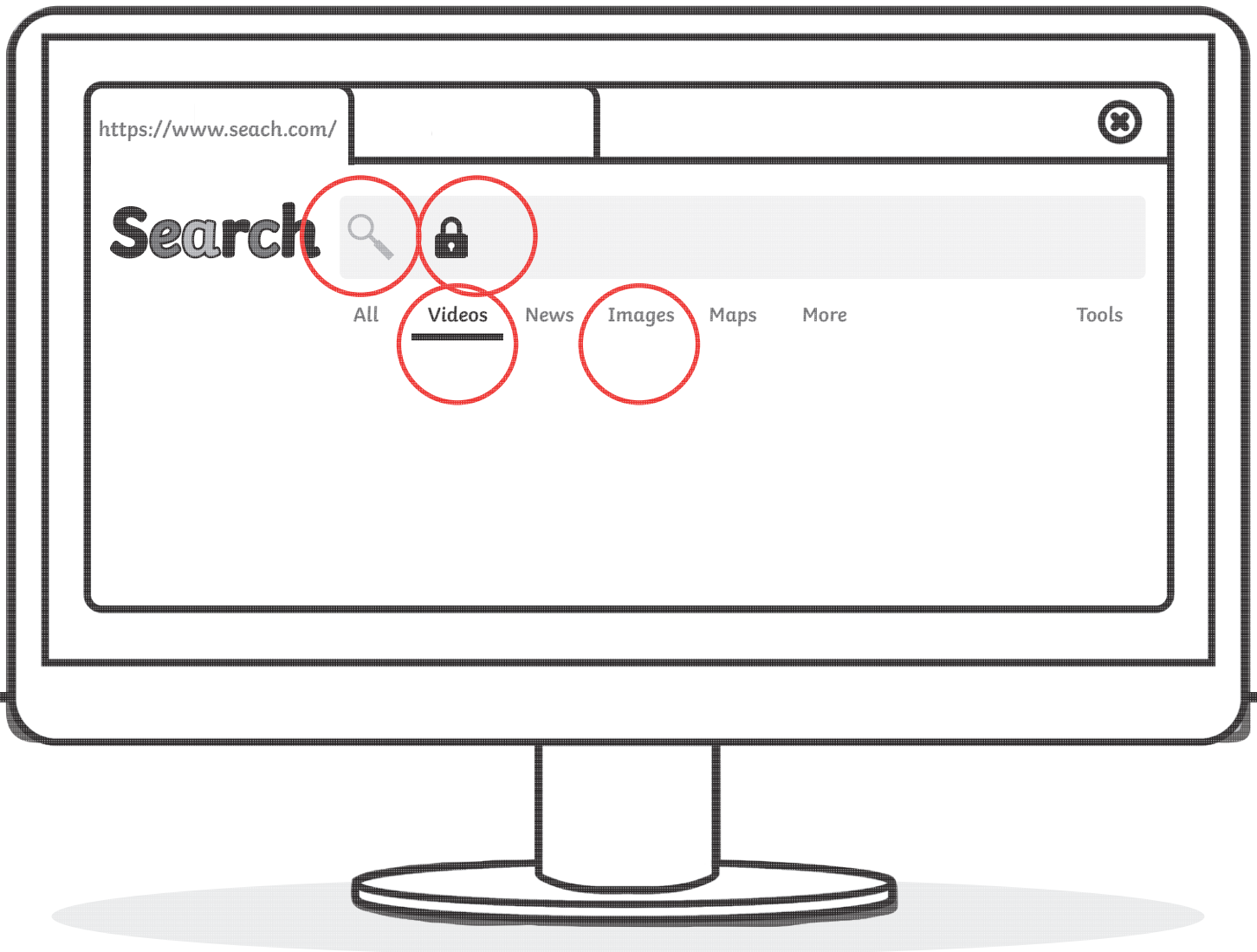
Put a circle around the following parts of the search engine.

☐ Search Bar

☐ Image tab

☐ Video tab

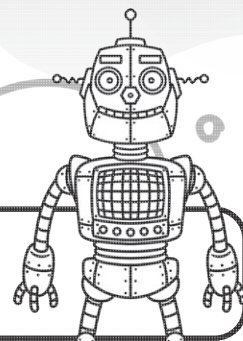
☐ Safe website symbol



Term 4

Follow the Pattern

Instructions: Start at the top and colour the pattern in order all the way to the end.



Pattern: PRYND

Colour each letter of the pattern a different colour.

G	P	R	Y	M	T	N	D	P	V	D	W
H	K	O	N	N	R	Y	T	R	Y	E	N
U	J	K	D	I	B	R	U	Y	E	R	I
F	G	R	P	K	L	P	W	N	H	D	A
A	R	Y	F	H	S	D	L	D	O	P	E
C	V	N	N	B	V	N	I	P	L	E	R
T	Y	D	H	J	R	T	U	R	H	A	G
G	T	P	T	H	G	R	R	Y	T	M	N
M	L	R	Y	N	D	P	J	N	G	D	A
S	D	Y	G	V	A	D	T	D	H	G	L
G	H	L	T	E	R	S	A	P	R	T	U
U	N	Y	R	P	D	N	Y	R	H	T	M
C	D	V	T	W	A	S	I	K	G	L	O
R	P	R	Y	N	D	P	R	Y	N	D	Y

Pattern Debugging

Instructions: Look carefully at each pattern and find the errors. Draw the pattern correctly in the row below.



A	B	B	C	D	A	B	B	C	C	A	B	A	C	D
A	B	B	C	D	A	B	B	C	D	A	B	B	C	D

AA	BB	CC	DD	AA	AA	BB	CD	DD	AA	AA	BC	CC	DD	AB
AA	BB	CC	DD	AA	BB	CC	DD	AA	BB	CC	DD	AA	BB	CC

A	B	C	A	B	C	A	B	C	A	C	C	A	S	C
A	B	C	A	B	C	A	B	C	A	B	C	A	B	C

AB	AC	AD	AE	AF	AA	AC	AD	AE	AF	AB	AC	AD	AF	AF
AB	AC	AD	AE	AF	AB	AC	AD	AE	AF	AB	AC	AD	AE	AF

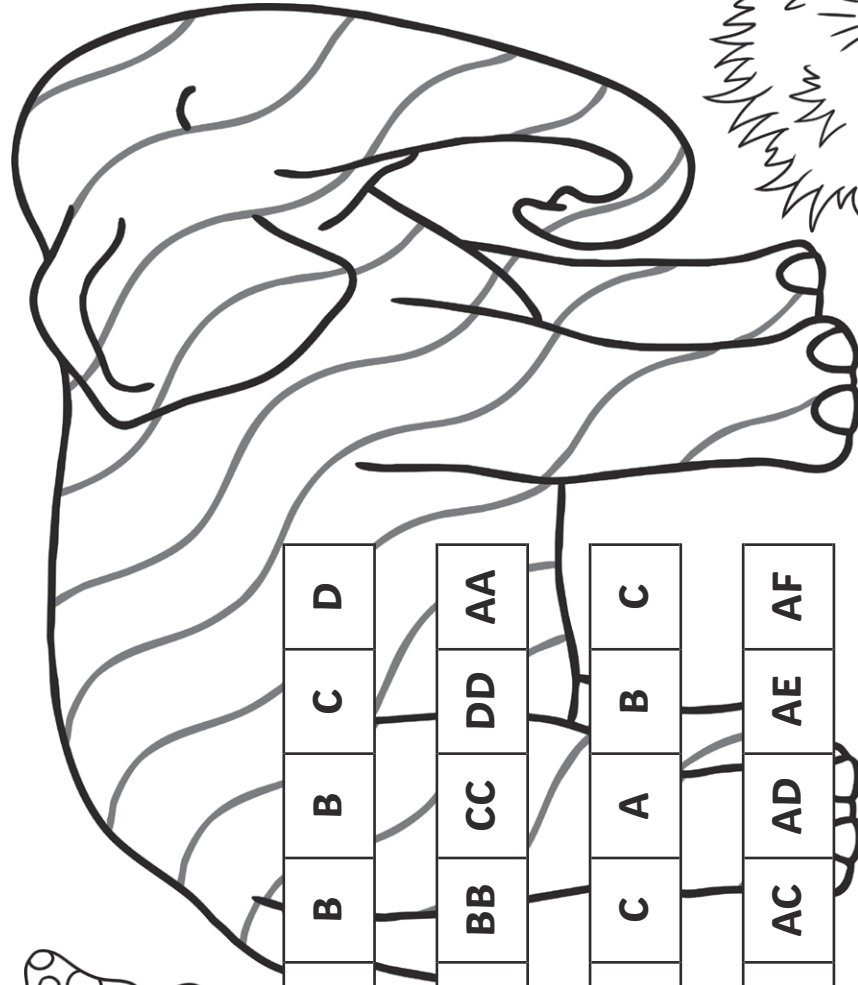
ABC	CDE	EGF	ABC	CDE	EFG	ABB	CDE	EFG	ABC	CEE	EFG	ABC	CDE	EFF
ABC	CDE	EFG	ABC	CDE	EFG	ABC	CDE	EFG	ABC	CDE	EFG	ABC	CDE	EFG

WE	WE	WE	WE	WF	WE	WE	WE	WE	WF	WF	WE	WF	WE	WF
WE	WE	WE	WE	WF	WE	WE	WE	WE	WF	WE	WE	WE	WE	WF

Pattern Identification



Instructions: Colour in the squares for one repetition of the pattern in each row.



A	B	B	C	D	A	B	C	D	A	B	C	D
---	---	---	---	---	---	---	---	---	---	---	---	---

AA	BB	CC	DD	AA	AA	BB	CC	DD	AA	AA	BB	CC	DD	AA
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

A	B	C	A	B	C	A	B	C	A	B	C	A	B	C
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

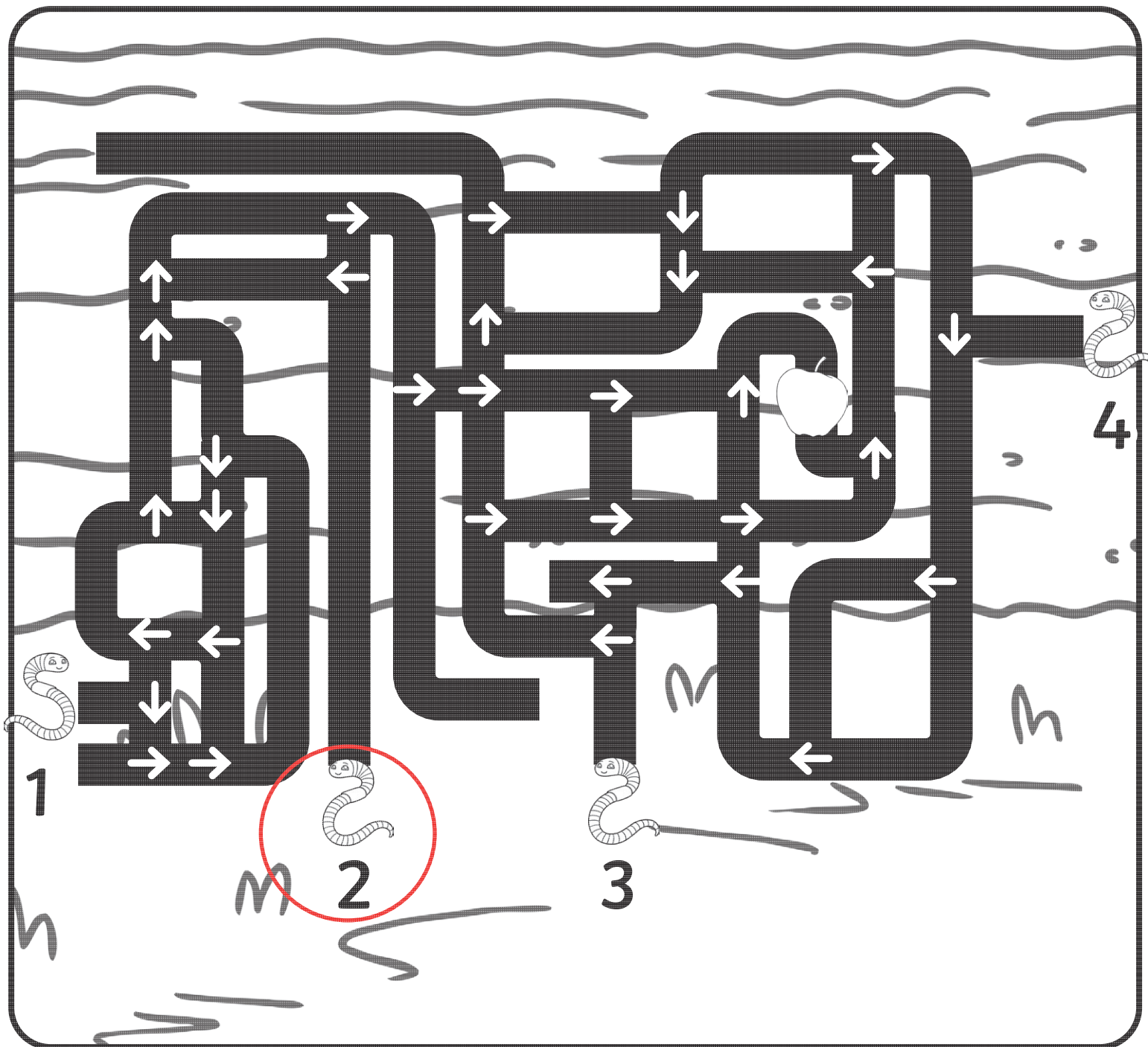
AB	AC	AD	AE	AF	AB	AC	AD	AE	AF	AB	AC	AD	AE	AF
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

WE	WE	WE	WE	WF	WE	WE	WE	WE	WF	WE	WE	WE	WE	WF
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

ABC	CDE	EFG	ABC	EFG	ABC	CDE	EFG	ABC	CDE	EFG	ABC	CDE	EFG
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

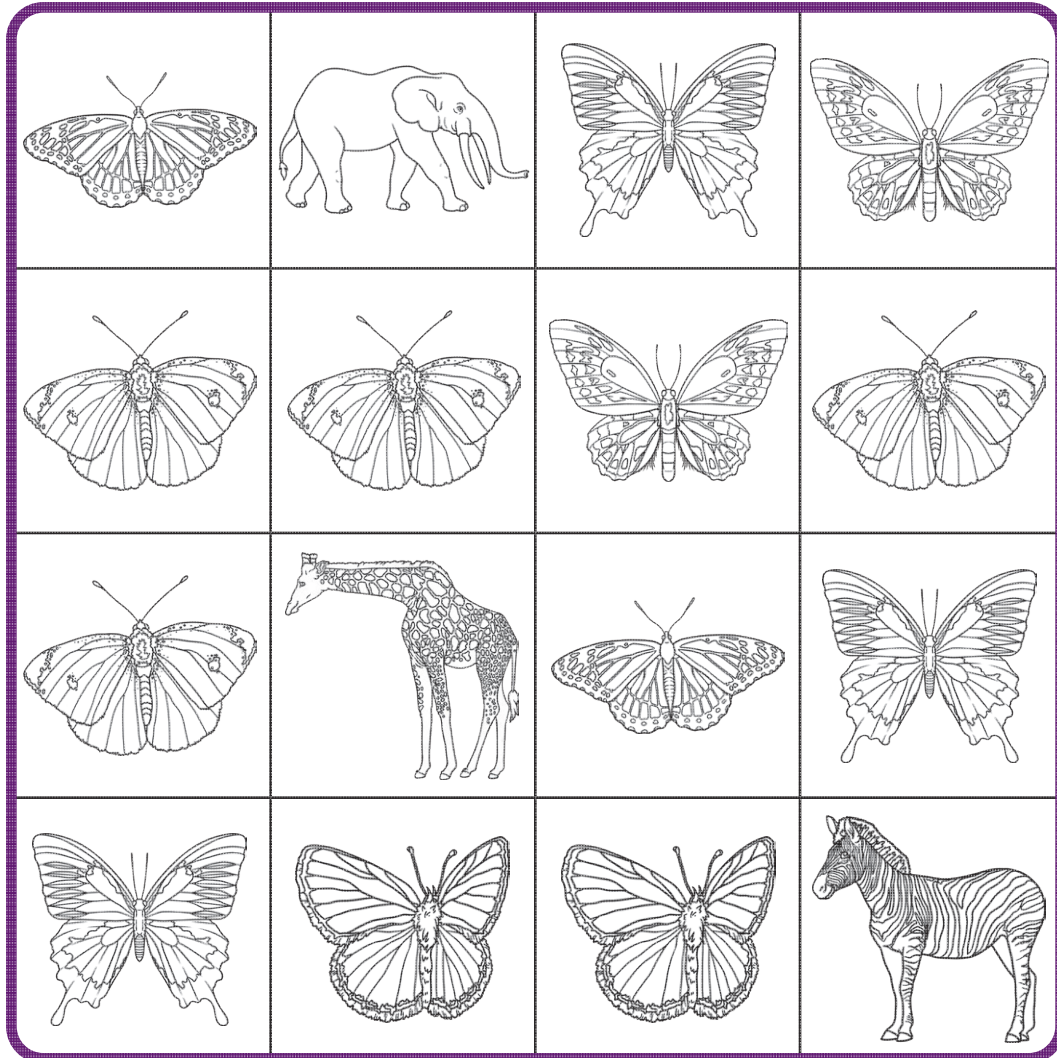
Who Will Reach the Apple First

Instructions: The worms all start from different places. They can only move forward and always follow the arrows. Put a circle around the worms that will reach the apple.



Butterfly Tag

Study the picture and then answer the questions below.



1. Can zebra visit elephant without crossing any orange butterflies?
Yes _____
2. Can giraffe visit zebra by crossing every single orange butterfly?
No _____
3. If elephant can only cross each colour butterfly once, which way must he go to visit zebra? Draw the arrows here.
↓ ↓ ↓ → _____

4. Can giraffe visit elephant, only crossing white butterflies?

Yes

5. Draw the longest route for zebra to visit elephant, only crossing each block once. Draw the arrows here.

← ← ↑ ↑ → → → ↑ ← ← ←

6. Can giraffe visit zebra, only crossing purple butterflies.

Yes

7. Can zebra visit elephant only crossing one colour butterfly?

No

8. Draw the longest route for elephant to visit giraffe only crossing each block once. Draw the arrows here.

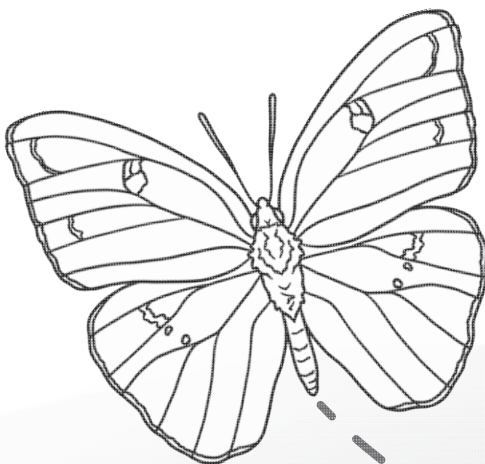
→ ↓ ← ← ← ↓ ↓ → → ↑ ←

9. Draw the longest way for Zebra to visit giraffe.

← ← ↑ ↑ → → ↓

10. Draw the shortest way for elephant to visit giraffe.

↓ ↓



Mr. Dean wants to go to the supermarket but he has forgotten the way.

1 Explain the problem.

None of the algorithms are correct.

2 What is the solution?

Create an algorithm that works.

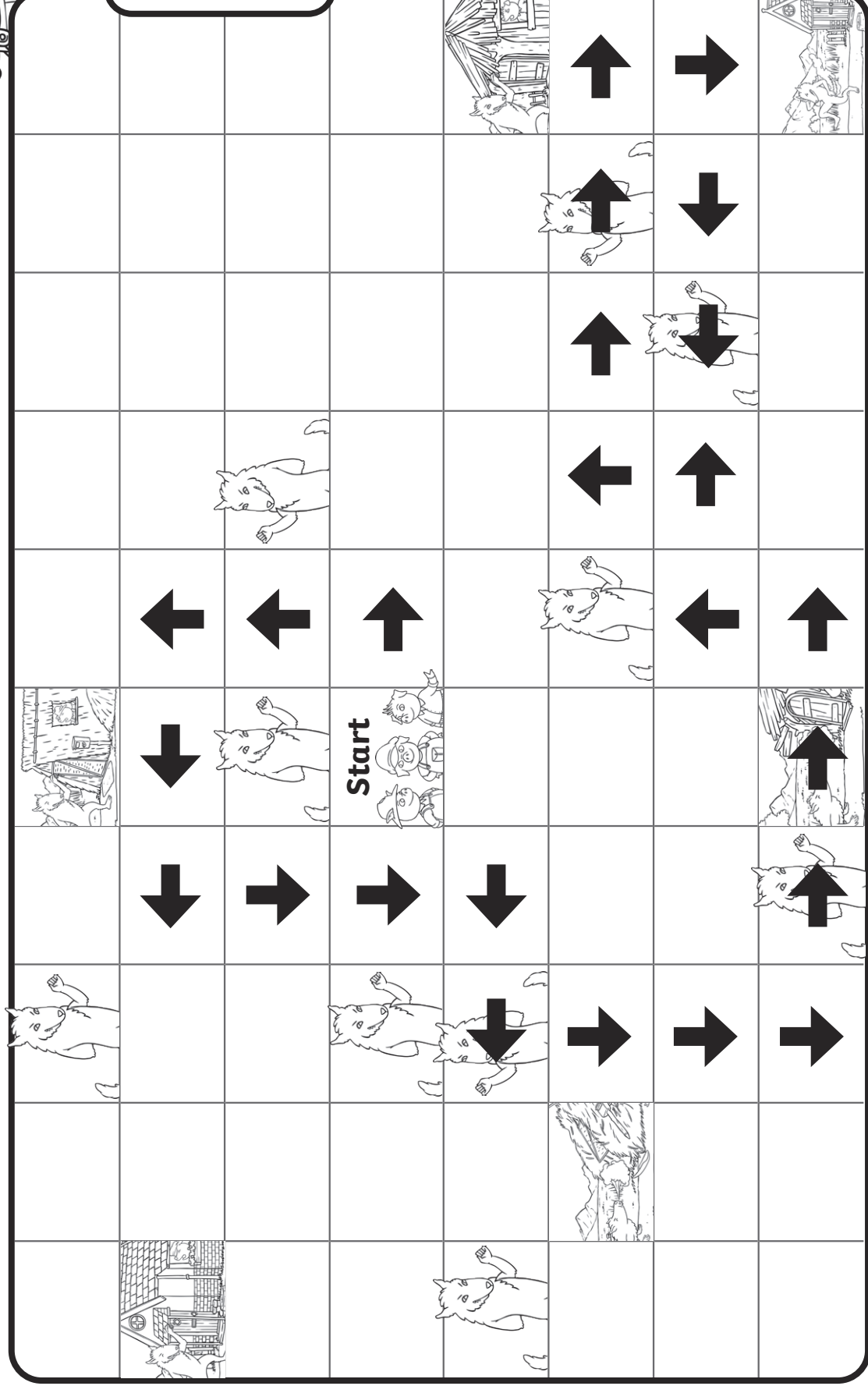
3 Carry out your plan. Write it here.

Left, left, left, up, up, up, and left.

4 Did it work?

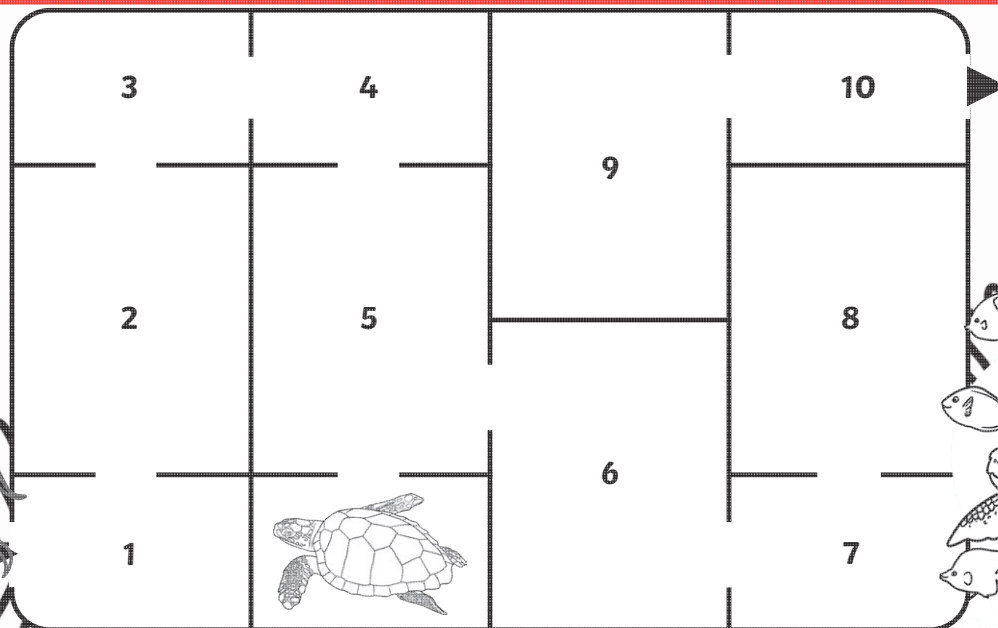
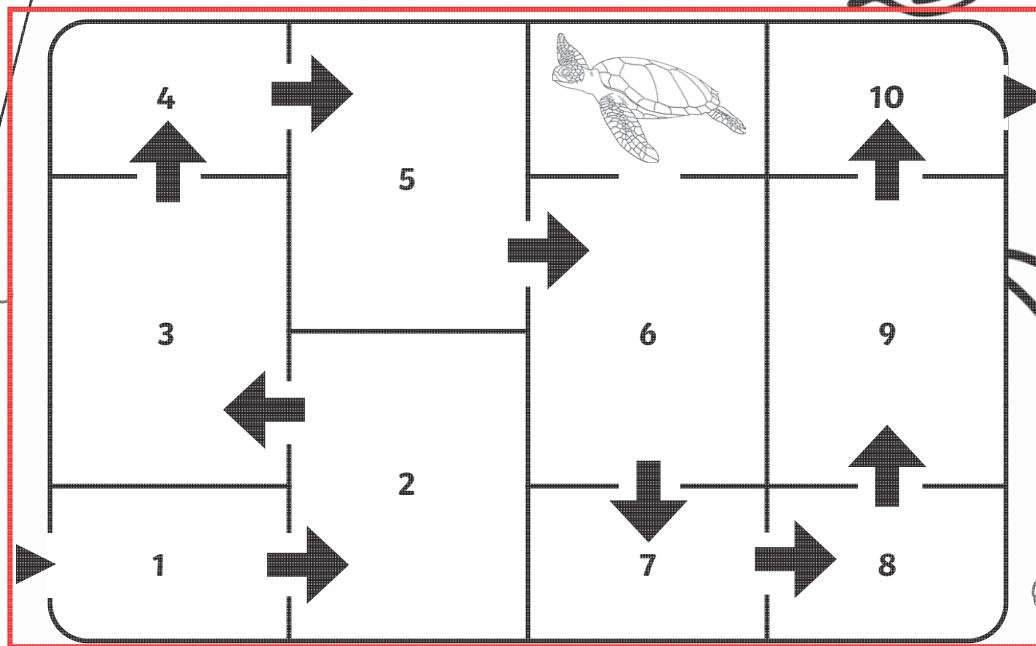
Yes



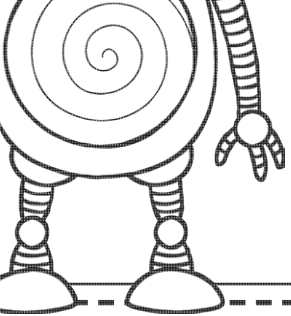


A One-way Tour of the Aquarium

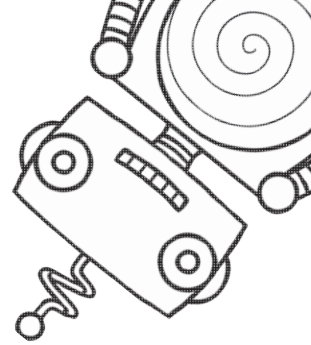
You are going on a tour of the aquarium. Look at both the plans and decide which plan will allow you to visit all the exhibits in the aquarium. Then using directional arrows draw the algorithm to show the way



--	--	--	--	--	--	--	--	--	--	--



Robotics and Coding



Problem-Solving – The Robot

- 1 Read, understand and explain the problem.
- 2 Devise a plan.
- 3 Implement the plan.
- 4 Reflect – did it work?

1

What is the problem?

You have been given the following code to get the robot across the grid to the computer but the robot ends up in the wrong place.

2

Devise a plan.

What plan can you make to fix the problem? Look carefully at the code and determine where the bug is. Debug the code.

3

Implement the plan.

Write the new code here.

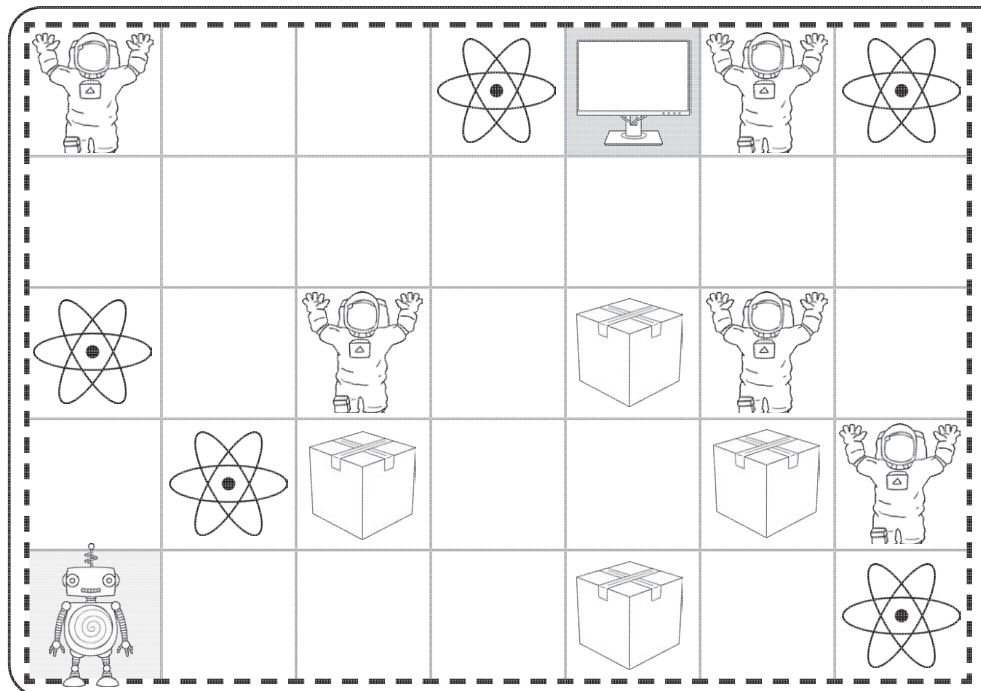
Right, right, up, up, up, left, left, and up.

. Try the new code.

4

Reflect.

Did it work? Did the robot end up in the correct place?



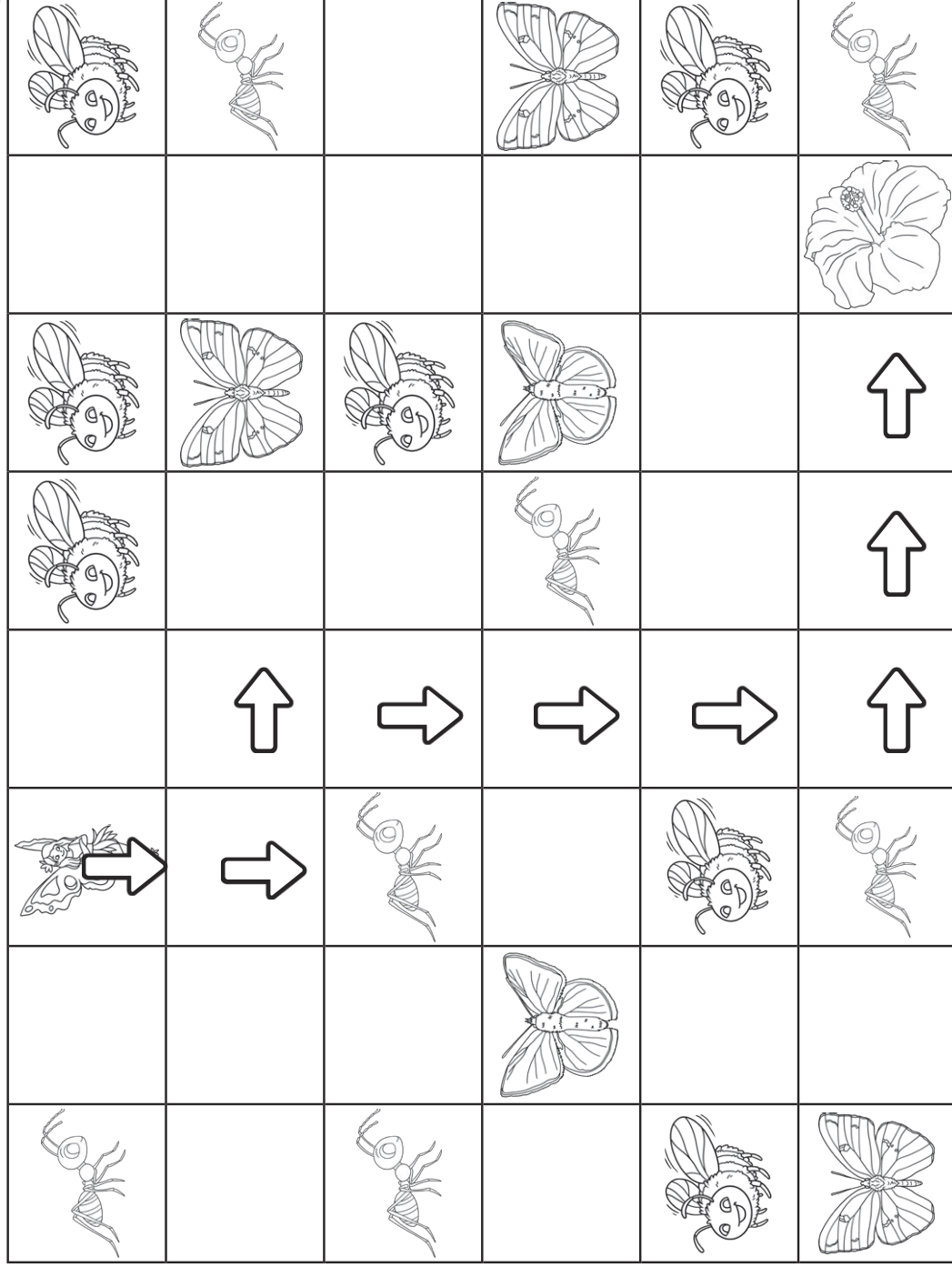
Pattern Recognition - Algorithms

Follow the instructions:

- Move Forward means to advance 1 square.
- Turn Right/Left means to have the fairy turn to your right/left while staying in the same square.

Complete the algorithm to get the fairy to land on the flower.
Draw the directional arrows onto the grid.

Move Forward	Move Forward
Move Forward	Move Forward
Turn Right	Turn Left
Move Forward	Move Forward
Turn Left	Move Forward
Move Forward	Move Forward



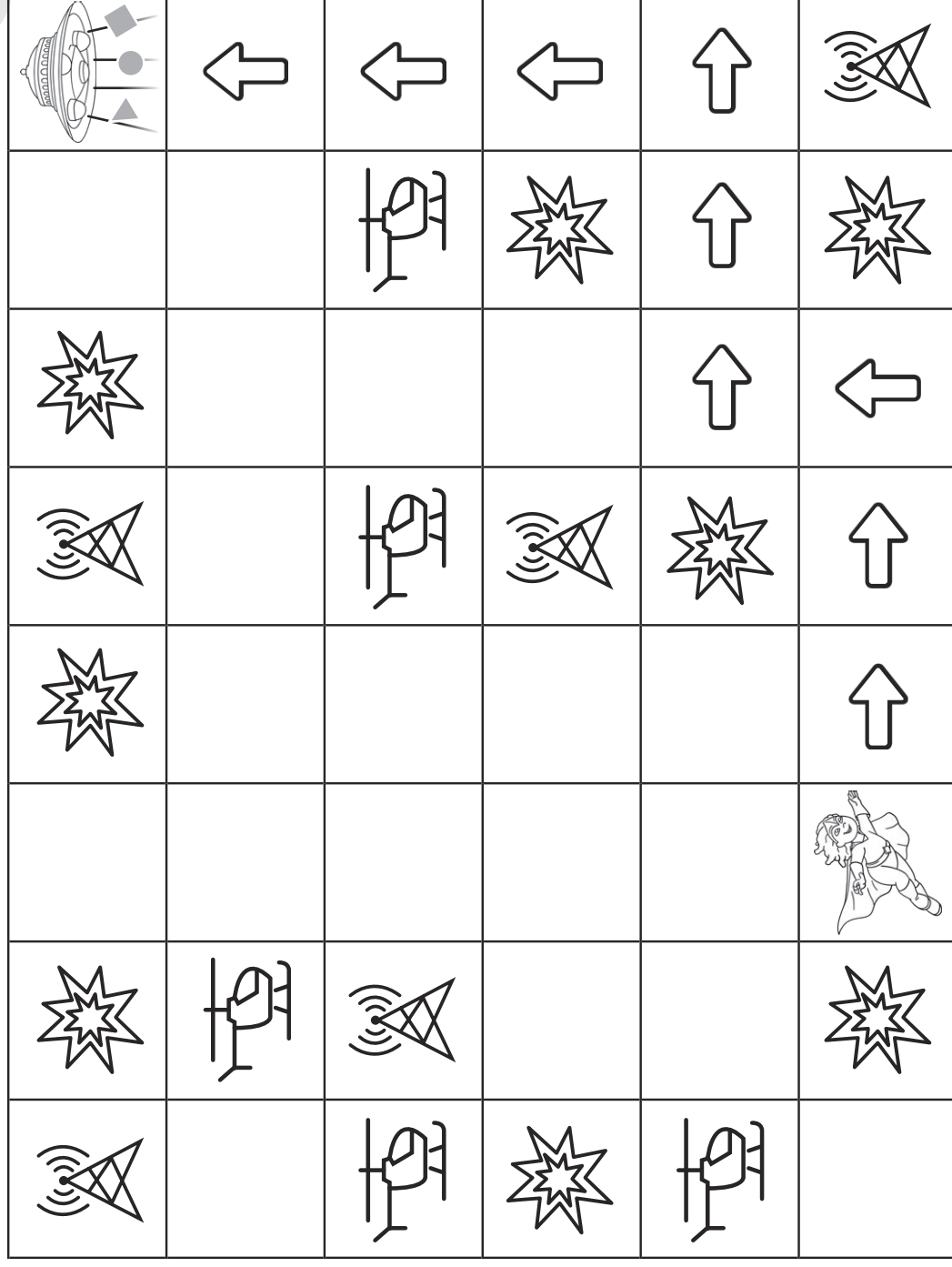
Pattern Recognition - Algorithms



Follow the instructions:

Complete the algorithm to help the superhero stop the aliens.

Draw the directional arrows onto the grid.



Move Forward	Move Forward
Move Forward	Move Forward
Turn Right	Turn Left
Move Forward	Move Forward
Turn Left	Move Forward
Move Forward	Move Forward

Riddle Code Breaker

Use the code to find the answers to the riddles

A	B	C	D	E	F	G	H	I	J	K	L	M
14	26	11	20	4	19	12	24	1	25	6	23	5

N	O	P	Q	R	S	T	U	V	W	X	Y	Z
13	7	15	2	17	21	10	22	8	16	3	18	9

1. What can you catch but not throw?

14 11 7 23 20 A cold.

2. What begins with T, finishes with T, and has T in it?

14 10 4 14 15 7 10 A teapot.

3. What question can you never answer yes to?

14 17 4 18 7 22 14 21 23 4 4 15 18 4 10

Are you asleep yet?

4. I am an odd number. Take away a letter and I become even. What number am I?

21 4 8 4 13 Seven

5. What's black and white and blue?

14 21 14 20 9 4 26 17 14

A sad zebra.

A	B	C	D	E	F	G	H	I	J	K	L	M
14	26	11	20	4	19	12	24	1	25	6	23	5

N	O	P	Q	R	S	T	U	V	W	X	Y	Z
13	7	15	2	17	21	10	22	8	16	3	18	9

6. Where can you find cities, towns, shops, and streets but no people?

7	13
---	----

14

5	14	15
---	----	----

On a map.

7. What word is spelled wrong in the dictionary?

16	17	7	13	12
----	----	---	----	----

Wrong.

8. What can you find once in a lifetime, twice in a moment, but never in one hundred years?

10	24	4
----	----	---

23	4	10	10	4	17
----	---	----	----	---	----

5

The letter M.

9. Where does success come before work?

1	13
---	----

10	24	4
----	----	---

20	1	11	10	1	7	13	14	17	18
----	---	----	----	---	---	----	----	----	----

In the dictionary.

10. When things go wrong, what can you always count on?

18	7	22	17
----	---	----	----

19	1	13	12	4	17	21
----	---	----	----	---	----	----

Your fingers.