## Kidle EsL Gamesa code Breakers

| $A=1$ | $B=2$ | $C=3$ | $D=4$ |
| :---: | :---: | :---: | :---: |
| $E=5$ | $F=6$ | $G=7$ | $H=8$ |
| $I=9$ | $J=10$ | $K=11$ | $L=12$ |
| $M=13$ | $N=14$ | $O=15$ | $P=16$ |
| $Q=17$ | $\mathrm{R}=18$ | S= 19 | $T=20$ |
| $U=21$ | $V=22$ | $W=23$ | $x=24$ |
| $y=25$ | Z= 26 |  |  |
|  |  |  |  |

## Code breakers rules

1. Each letter of the alphabet is assigned to a number.
2. Write the code on the board. For example: 92019 /1/ 3120 . = It's a cat.
3. Split the class into 2 or more groups.
4. Give the code breakers template to each team.
5. Students must break the code and then write the correct sentence on the whiteboard.
6. First team to do so wins!
