



CRACK THE CODE

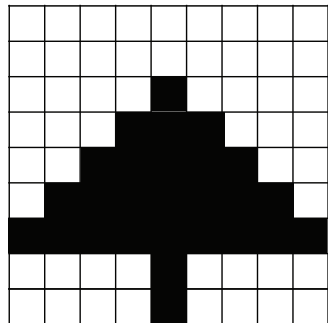


A Binary Holiday Activity



PART 1

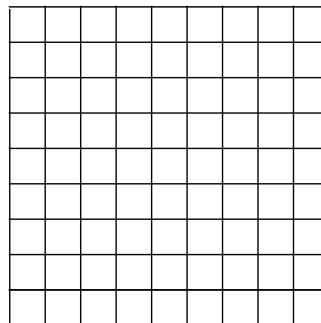
Convert the bitmaps into binary using a "0" to represent a white pixel and a "1" to represent a black pixel.



Binary

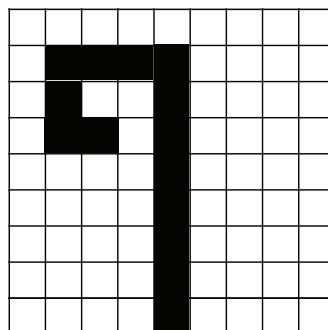
PART 2

Convert the binary into bitmaps. Use white to represent 0 and black to represent 1.

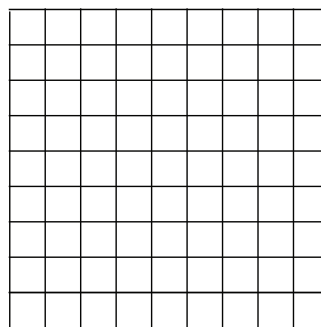


Binary

000010000
010101010
001010100
010000010
101010101
010000010
001010100
010101010
000010000

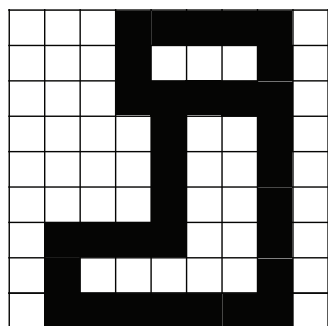


Binary

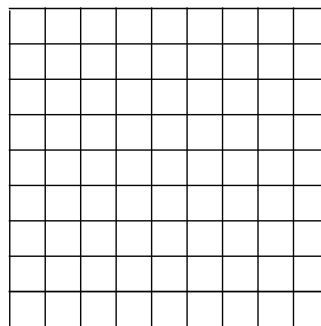


Binary

000010000
000101000
001000100
001111100
010000010
100101001
010010010
001000100
000111000



Binary



Binary

000010000
010111010
001010100
010010010
111111111
010010010
010010010
001010100
010111010





CRACK THE CODE



A Binary Holiday Activity



PART 1

Convert the bitmaps into binary using a "0" to represent a white pixel and a "1" to represent a black pixel.

0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	1	0	0	0	0
0	0	0	1	0	0	0	0	0
0	0	1	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0
0	0	0	0	1	0	0	0	0
0	0	0	0	1	0	0	0	0

Binary

000000000
000000000
000010000
000111000
001111100
011111110
111111111
000010000
000010000

PART 2

Convert the binary into bitmaps. Use white to represent 0 and black to represent 1.

0	0	0	0	1	0	0	0	0
0	1	0	1	0	1	0	1	0
0	0	1	0	1	0	1	0	0
0	1	0	0	0	0	0	1	0
1	0	1	0	1	0	1	0	1
0	1	0	0	0	0	0	0	0
0	0	1	0	1	0	1	0	0
0	1	0	1	0	1	0	1	0
0	0	0	0	1	0	0	0	0

Binary

000010000
010101010
001010100
010000010
101010101
010000010
001010100
010101010
000010000

0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0

Binary

000000000
011110000
010010000
011010000
000010000
000010000
000010000
000010000
000010000

0	0	0	0	1	0	0	0	0
0	0	0	1	0	1	0	0	0
0	0	1	0	0	0	0	0	0
0	0	1	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0
0	0	1	0	0	0	0	0	0
0	0	0	1	0	0	0	0	0

Binary

000010000
000101000
001000100
001111100
010000010
100101001
010010010
001000100
000111000

0	0	0	0	0	0	0	0	0
0	0	0	0	1	0	0	0	0
0	0	0	0	1	0	0	0	0
0	0	0	0	1	0	0	0	0
0	0	0	0	1	0	0	0	0
0	0	0	0	1	0	0	0	0
0	0	0	0	1	0	0	0	0
0	0	0	0	1	0	0	0	0
0	0	0	0	1	0	0	0	0
0	0	0	0	1	0	0	0	0

Binary

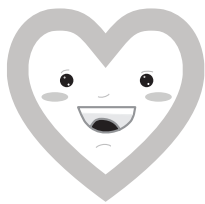
000111110
000100010
000111110
000010010
000010010
000010010
011110010
010000010
011111110

0	0	0	0	0	0	0	0	0
0	1	0	0	1	0	0	0	0
0	1	0	0	1	0	0	0	0
0	1	0	0	1	0	0	0	0
0	1	0	0	1	0	0	0	0
0	1	0	0	1	0	0	0	0
0	1	0	0	1	0	0	0	0
0	1	0	0	1	0	0	0	0
0	1	0	0	1	0	0	0	0
0	1	0	0	1	0	0	0	0

Binary

000111000
011111110
010010010
010010010
011111110
010010010
010010010
010010010
011111110





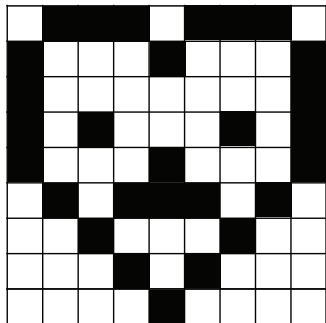
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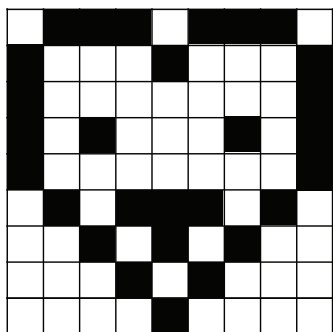
A Binary Holidays Activity

PART 1

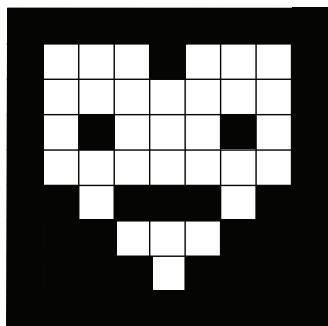
Convert the bitmaps into binary using a "0" to represent a white pixel and a "1" to represent a black pixel.



Binary



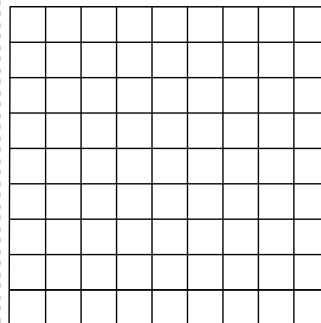
Binary



Binary

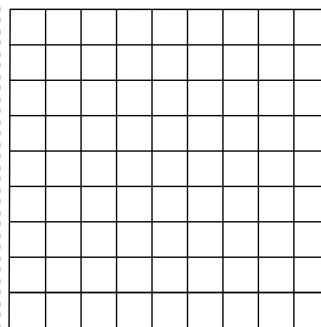
PART 2

Convert the binary into bitmaps. Use white to represent 0 and black to represent 1.



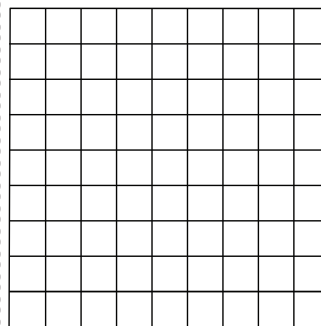
Binary

011101110
100010001
100000001
100000001
100000001
010000010
001000100
000101000
000010000



Binary

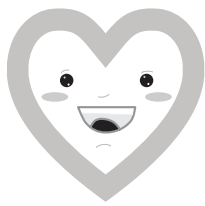
111111111
10001000
101000101
100000001
101000101
110111011
111000111
111101111
111111111



Binary

111111111
100010001
100000001
100000001
100000001
110000011
111000111
111000111
111111111





CRACK THE CODE



A Binary Holidays Activity

PART 1

Convert the bitmaps into binary using a "0" to represent a white pixel and a "1" to represent a black pixel.

0				0				0
	0	0	0		0	0	0	
	0	0	0	0	0	0	0	
	0		0	0	0		0	
	0	0	0		0	0	0	
0								0
0	0		0	0	0		0	0
0	0	0		0		0	0	0
0	0	0	0		0	0	0	0

Binary

011101110
100010001
100000001
101000101
100010001
010111010
001000100
000101000
000010000

PART 2

Convert the binary into bitmaps. Use white to represent 0 and black to represent 1.

0				0				0
	0	0	0		0	0	0	
	0	0	0	0	0	0	0	
	0	0	0	0	0	0	0	
	0	0	0	0	0	0	0	
0		0	0	0	0	0		0
0	0		0	0	0		0	0
0	0	0		0		0	0	0
0	0	0	0		0	0	0	0

Binary

011101110
100010001
100000001
100000001
100000001
010000010
001000100
000101000
000010000

0				0				0
	0	0	0		0	0	0	
	0	0	0	0	0	0	0	
	0		0	0	0		0	
	0	0	0	0	0	0	0	
0								0
0	0		0		0		0	0
0	0	0		0		0	0	0
0	0	0	0		0	0	0	0

Binary

011101110
100010001
100000001
101000101
100000001
010111010
001010100
000101000
000010000

	0	0	0		0	0	0	
	0		0	0	0		0	
	0	0	0	0	0	0	0	
	0		0	0	0		0	

Binary

111111111
10001000
101000101
100000001
101000101
110111011
111000111
111101111
111111111

	0	0	0		0	0	0	
	0	0	0	0	0	0	0	
	0		0	0	0		0	
	0	0	0	0	0	0	0	

Binary

111111111
100010001
100000001
101000101
100000001
110111011
111000111
111000111
111111111

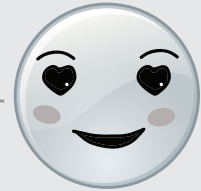
	0	0	0		0	0	0	
	0	0	0	0	0	0	0	
	0	0	0	0	0	0	0	
	0	0	0	0	0	0	0	

Binary

111111111
100010001
100000001
100000001
100000001
110000011
111000111
111000111
111111111



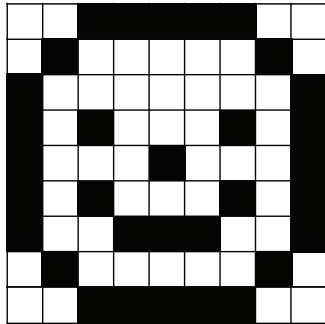
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A Binary Emoji's Activity

PART 1
1

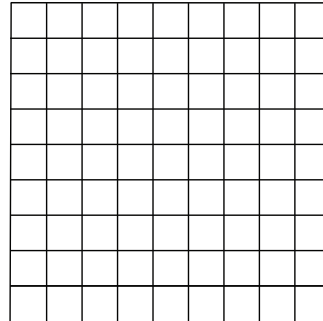
Convert the bitmaps into binary using a "0" to represent a white pixel and a "1" to represent a black pixel.



Binary

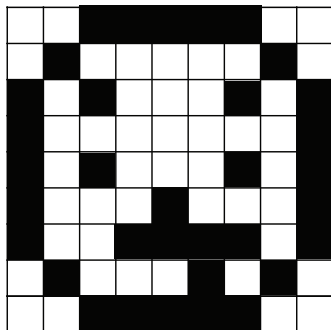
PART 2
2

Convert the binary into bitmaps. Use white to represent 0 and black to represent 1.

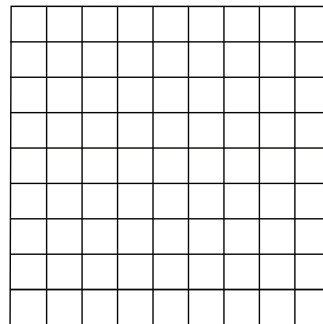


Binary

011111110
100000001
100000001
101000100
100010001
100000001
101111111
100000001
011111110

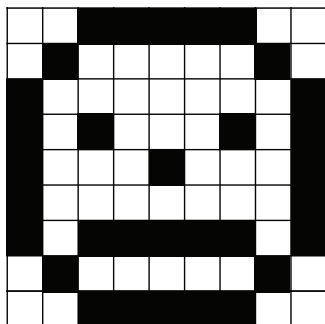


Binary

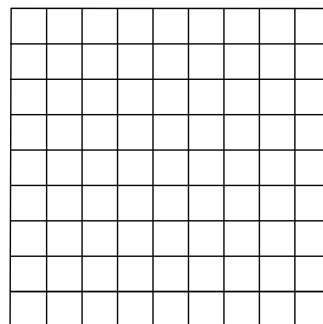


Binary

011111110
100000001
100000001
101000100
100010001
100000001
101111101
110111011
011111110



Binary



Binary

011111110
100000001
101000101
100010001
100000001
101111101
101000101
110000011
011111110





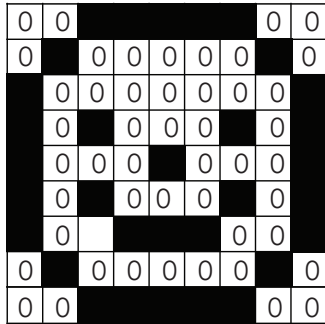
CRACK THE CODE



A Binary Emoji's Activity

PART 1

Convert the bitmaps into binary using a "0" to represent a white pixel and a "1" to represent a black pixel.



Binary

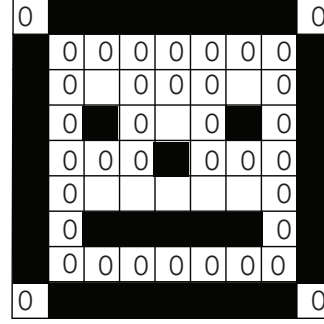
```

001111100
010000010
100000001
101000101
100010001
101000101
100111001
010000010
001111100

```

PART 2

Convert the binary into bitmaps. Use white to represent 0 and black to represent 1.

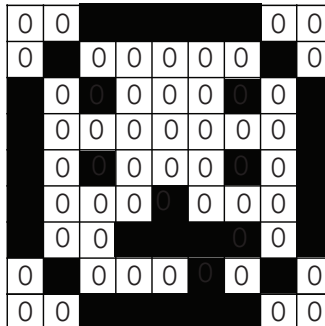


Binary

```

011111110
100000001
100000001
101000100
100010001
100000001
101111111
100000001
011111110

```

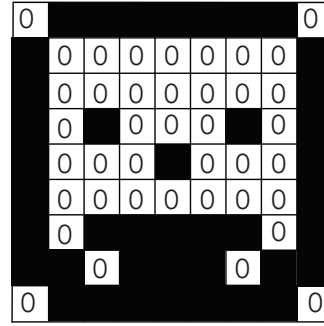


Binary

```

001111100
010000010
101000101
100000001
101000101
100010001
100111101
010001010
001111100

```

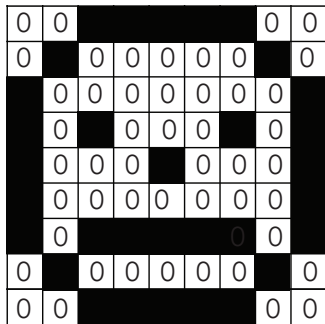


Binary

```

011111110
100000001
100000001
101000100
100010001
100000001
101111101
110111011
011111110

```

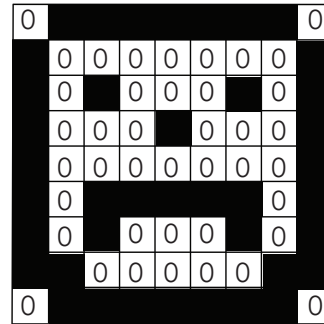


Binary

```

001111100
010000010
100000001
101000101
100010001
100000001
101111101
010000010
001111100

```



Binary

```

011111110
100000001
101000101
100010001
100000001
101111101
101000101
110000011
011111110

```

