

Cipher Hunt - Setup Instructions

Students will be completing the activity in groups of 3-4. Any more than that means you will have students not working on something.

- Students will need cipher wheels for this activity so during lunch, grab any spare cipher wheels from the computer labs. You should have at least two per group, but one per person would be better.
 - If you don't have enough, you can take some off the desks if they haven't been drawn on.
 - Record how many you took out of each room so you can return the correct number at the end.
- The ciphers can be solved simultaneously e.g. two working on the caesar, two working on the vigenere. Or if they can guess the secret agent name in the substitution cipher, they can work backwards from that.
 - Solving them in the order Caesar -> Vigenere -> Substitution makes it easier though because solving the first one gives the key for the next one
- Some of the tutors will be wearing [Name Tags](#). Some of the names are the secret agents in the substitution cipher. The others are red herrings.
- When a student gives the secret agent the correct password, they get a lolly and a new set of puzzles if there's enough time.
 - Tutors with name tags should all be walking around with copies of the cipher sets so it isn't easy to tell who the secret agents are.
 - Puzzle sets held by tutors can also be used as spares in case students mess up and need a new sheet.