Boxes explained.

We have 4 boxes which we will call box A, B, C and D

Inside box D should be a final trinket or message for the students to give to you when they have finished the activity in exchange for prizes.

Inside box C is box D as well as a scytale cylinder

Inside box B is the pre-written on paper material for the scytale

Inside box A are template grids for a rail fence cipher as well as box B and box C

The puzzle on box A is a simple Caesar cipher:

jxu setu veh besa dkcruh edu yi jxu ixyvj kiut je tushofj jxyi cuiiqwu ckbjyfbyut ro jxu qwu qj mxysx zkbyki squiqh mqi ubusjut je sedikb

Which translates as:

The code for lock number one is the shift used to decrypt this message multiplied by the age at which Julius Caesar was elected to consul.

The shift is 16, Julius Caesar was elected to consul when he was 40. 16\*40 = 640

Now that box A is open students have access to box B, box C as well as 4 different rail fence template grids which they will use later for box D. Lets start with box B.

Box B is a bacon cipher:

Alan Turing helped break the enigma machine in world war two in Bletchley park

Which decrypts as: NINE NINE SEVEN

Inside box B the student will find the paper material for a scytale which when wound around the right diameter cylinder says “flip the code”. This will come in handy when we get to box D.

Now lets work on box C. Box C is a pig pen cipher:



Which decrypts as: Lock number two uses a pig pen cipher. The code is the number of letters in the alphabet, multiplied by the number of grids used in the pig pen cipher.

26\*4 = 104.

Box C then opens to the scytale cylinder and box D.

Box D is a rail fence cipher. Students should use the template grids found after opening box A to try and decrypt the cipher:

TEKUCDEEHHLCBFLIKOEEIREITSOEEIRYCINGHSSSLCRTTTESIHTITASHNT

Over 5 rails this is decrypted as: This is the last lock, be careful its tricky. The code is nine eight three.

**HOWEVER** the code is not nine eight three. Using the scytale cylinder found after opening box C and the paper material found after opening box B, students will reveal the message “flip the code” which means that box D’s code is actually three eight nine.

Inside box D can be some trinket on a message which the students can bring to you and then you can reward them with technocamps merch like a full pencil case. The people who finish first should be win a better prize than the people who finish after them ☺