

Name: _____

Break the Pentomino Code!

Directions:

Calder made up a pentomino code so he and his friend Tommy could use it when they wrote letters to each other. Use this code to figure out what the message says and then make up a new one for a friend to solve.

	1	2	3
<i>F</i>	<i>A</i>	<i>M</i>	<i>Y</i>
<i>I</i>	<i>B</i>	<i>N</i>	<i>Z</i>
<i>L</i>	<i>C</i>	<i>O</i>	
<i>N</i>	<i>D</i>	<i>P</i>	
<i>P</i>	<i>E</i>	<i>Q</i>	
<i>T</i>	<i>F</i>	<i>R</i>	
<i>U</i>	<i>G</i>	<i>S</i>	
<i>V</i>	<i>H</i>	<i>T</i>	
<i>W</i>	<i>I</i>	<i>U</i>	
<i>X</i>	<i>J</i>	<i>V</i>	
<i>Y</i>	<i>K</i>	<i>W</i>	
<i>Z</i>	<i>L</i>	<i>X</i>	



L:1 F:1 Z:1 N:1 P:1 T:2 - N:1 W:1 U:2 L:1 L:2 X:2 P:1 T:2 P:1 N:1

V:2 Y:2 P:1 Z:1 X:2 P:1 U:2 - F:1 T:2 P:1 - W:1 I:2 X:2 L:2 Z:1 X:2 P:1 N:1.

Make your own message below for a friend to solve:

This activity is based on *Chasing Vermeer* by Blue Balliett

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