

WET BREAK · GRADES 3–6

# Wet Break Pack 2 — Older Kids

Six harder activities

## Six activities

<b>1 — Letter substitution code</b> A=1, B=2... Decode this message: 8-5-12-12-15. Then encode your own message and swap with a partner. (Answer: HELLO)	<b>2 — Sudoku 4x4</b> A simpler 4x4 grid. Each row, column and 2x2 box must contain 1, 2, 3, 4. Easier than full sudoku — perfect for first-timers.
<b>3 — Dot-to-dot 1-100</b> A bigger picture revealed by counting. Bonus: do it in twos (2, 4, 6...) for added challenge.	<b>4 — Optical illusions</b> 5 classic illusions to look at and discuss. Why do our brains see them this way?
<b>5 — Logic puzzle</b> Three friends have three pets. Use the clues to work out who has which pet. Builds deductive reasoning.	<b>6 — Quick crossword</b> 12-clue crossword on a school theme. Slightly harder vocabulary.



**Code cracker**

Decode using A=1, B=2 ... Z=26. Message 1: 23-5-20 2-18-5-1-11 Message 2: 18-1-9-14-25 4-1-25 Now write your own coded message for a friend.

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**Logic puzzle**

Three children — Alex, Bella and Cam — each have one pet (cat, dog, fish). Use the clues: 1) Alex doesn't have the dog. 2) The fish owner sits between Alex and Cam. Who has which pet?

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