

# Outsiders Escape Theory



Grade 8

# Activity Premise:

One of the scared Socs tipped the fuzz off to the rumble, so the location has had to be changed. Unfortunately, Darry is at work and needs to be told. Soda wants to leave a note for Darry, but Two-Bit is worried it will fall into the wrong hands. So, Ponyboy decides to write Darry a coded message....

Hey Darry,

The location of the rumble has changed, it is now being held at \_\_\_\_\_ . In order to avoid the fuzz make sure to take a detour on \_\_\_\_\_. You'll also need to pick up \_\_\_\_\_ on the way. Cherry said the Soc's will play by our rules but bring a \_\_\_\_\_ just in case. If you see anyone wearing Madras or \_\_\_\_\_, turn down an alley and wait.

Remember we are doing this for Johnny. I'll have his \_\_\_\_\_ with me tonight. If things go sideways, we'll meet at \_\_\_\_\_ . I'm getting really nervous, I need to go get a \_\_\_\_\_ .

Ponyboy

# Activity Overview

1. Get the letter from Two-Bit (your teacher in this case)
2. Notice the 8 blanks, this is where the answers for your coded message will go
3. To create clues & answers do the following:
  - a. First decided on the answers for each blank.
  - b. Use the 8 ciphers/coding systems we will show you to create clues
4. Record your clues on the sheet provided (Make sure everything is neat for the solving group)
5. Hand in your clue sheet and letter to Darry to your teacher so they have an answer key for the solving group (Ensure your names are on BOTH sheets)

# CIPHERS AND CODING SYSTEMS

# Polybius Square

Kind of like a Multiplication table, but for letters

	1	2	3	4	5
1	A	B	C	D	E
2	F	G	H	I	J
3	K	L	M	N	O
4	P	Q	R	S	T
5	U	V	W	X	Y

**CLUES**

**15 54 35 14 51 44**

# Polybius Square

Kind of like a Multiplication table, but for letters

	1	2	3	4	5
1					
2					
3					
4					
5					

# Caesar Cipher

Shifting of the letters of the alphabet. Ex. a=d for this cipher

A full translation chart of the Caesar cipher is shown here.

<b>Plaintext</b>	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
<b>Ciphertext</b>	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c

Using this encryption, the message

TREATY IMPOSSIBLE

would be encoded as

T R E A T Y I M P O S S I B L E  
w u h d w b l p s r v v l e o h

# Book Cipher

List the page, line, and word number in a book for a person to find.

Ex. The Outsiders

77/20/5

Means:

Page 77, Line 20, Word 5

Answer: Gold

# Pigpen Cipher

Use of the line segments to indicate a letter

<b>A</b>	<b>B</b>	<b>C</b>
<b>D</b>	<b>E</b>	<b>F</b>
<b>G</b>	<b>H</b>	<b>I</b>

<b>J</b>	<b>K</b>	<b>L</b>
<b>M</b>	<b>N</b>	<b>O</b>
<b>P</b>	<b>Q</b>	<b>R</b>

	<b>S</b>	
<b>T</b>		<b>U</b>
	<b>V</b>	

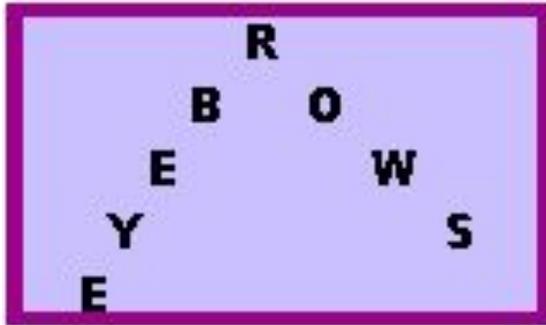
	<b>W</b>	
<b>X</b>		<b>Y</b>
	<b>Z</b>	

CLUE



# Brain Teaser

A visual puzzle that leads to a word or phrase.



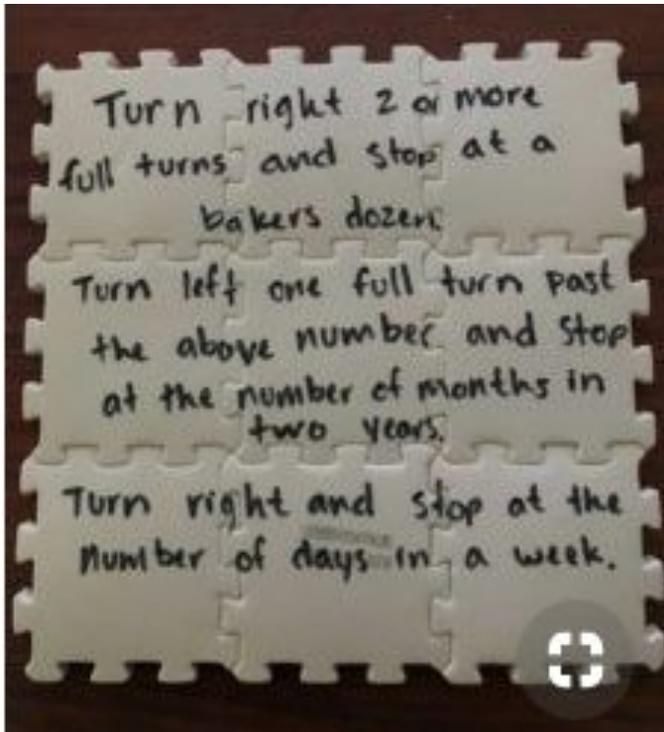
In the answer space on your key, make sure to underline the word that is meant to be the clue

Answer: Raised Eyebrows

Because eyebrows is underlined, I know it is the word that goes into the letter

# Puzzle

Create a puzzle where the pieces, when placed together, spell out a clue



A fun way to increase the difficulty is by writing a brain teaser on the puzzle where the answer is the clue.

# Morse Code

A series of dots and dashes that translate into a word

CLUES



A	• —
B	— •••
C	— • — •
D	— ••
E	•
F	•• — •
G	— — •
H	••••
I	••
J	• — — —
K	— • —
L	• — ••
M	— —
N	— •
O	— — —
P	• — — •
Q	— — • —
R	• — •
S	•••
T	—

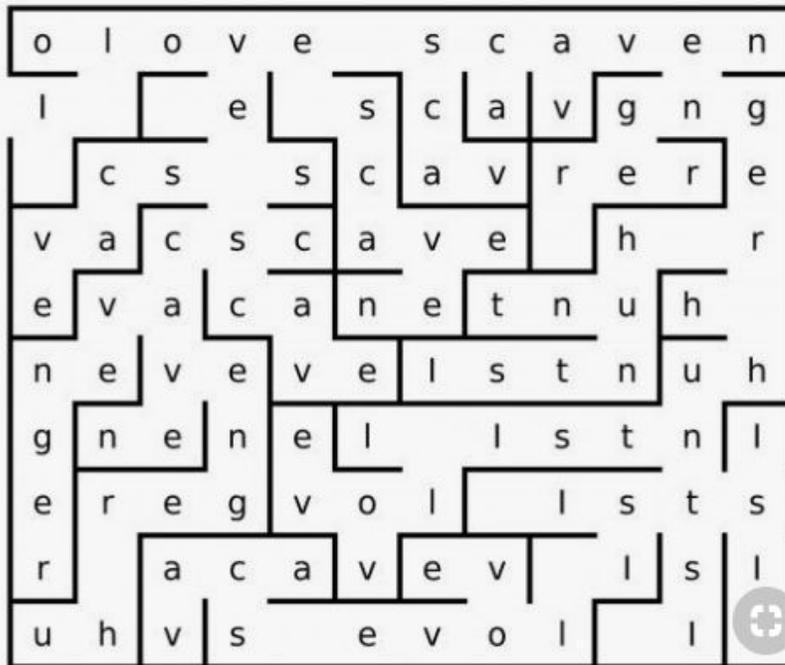
U	•• —
V	••• —
W	• — —
X	— •• —
Y	— • — —
Z	— — ••

1	• — — — —
2	•• — — —
3	••• — —
4	•••• —
5	•••••
6	— ••••
7	— — •••
8	— — — ••
9	— — — — •
0	— — — — —

# Word Maze

Students make their way through the maze and by finding the proper way out they uncover the letters for the clue, or a phrase with one key word

**CLUE**



Answer: I love  
scavenger hunts.