

Open The Locker

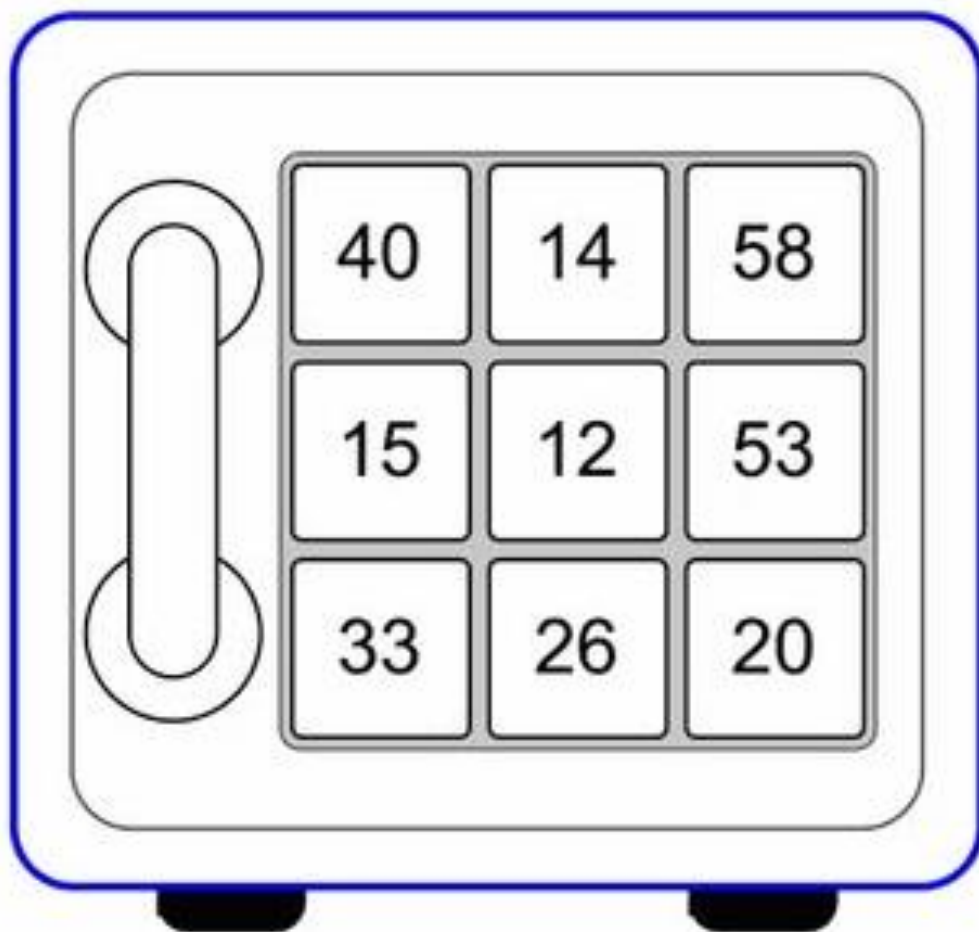
The locker can only be opened by pressing **3 number buttons**.

The sum of the numbers on the three buttons must be **exactly 100**.

Rules:

- Press **exactly 3 buttons**.
- Do **not** press the same button more than once.
- The numbers must be in ascending order.

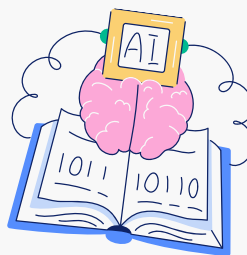
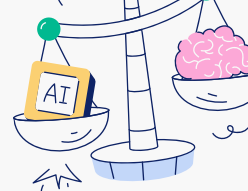
Which three buttons should you press to open the locker?



Can you find the correct combination to unlock the locker?

COMPUTATIONAL THINKING

Puzzle



Divide the grid into regions so that each region contains the letters in the word "JULY" exactly once.

Grid 1

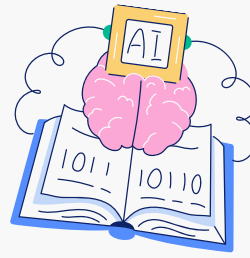
U	Y	U	Y	U	J
Y	L	J	J	L	Y
U	J	L	J	U	L
J	U	Y	L	L	Y

Grid 2

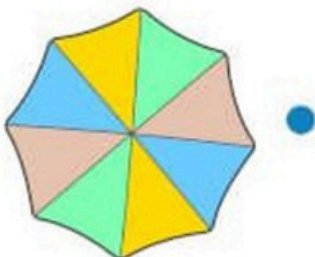
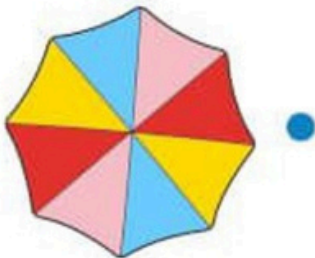
U	U	L	Y	J	L
Y	J	L	Y	U	J
Y	U	J	L	L	U
J	L	Y	J	U	Y

COMPUTATIONAL THINKING

Puzzle

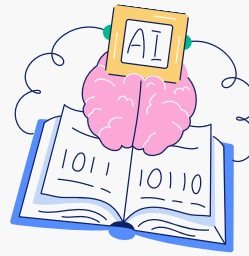
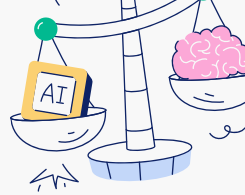


Match each top view of an umbrella on the left with its corresponding side view on the right. Draw lines to show the correct pairs.



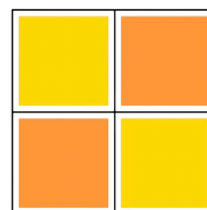
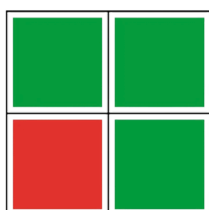
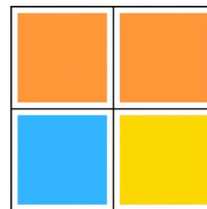
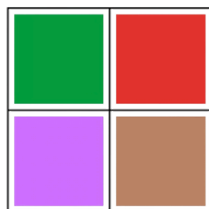
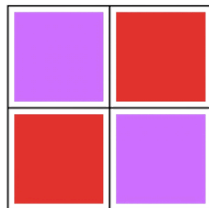
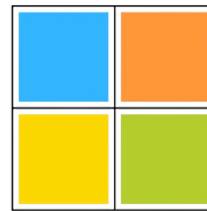
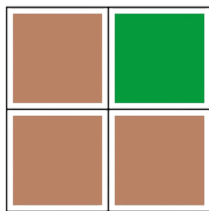
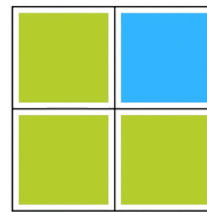
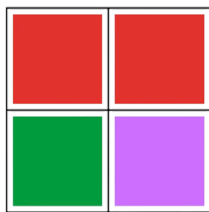
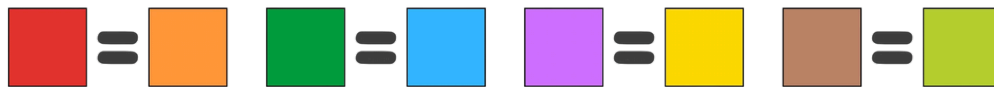
COMPUTATIONAL THINKING

Puzzle



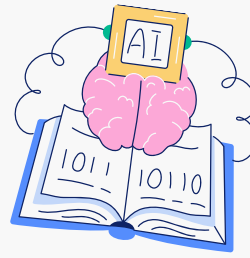
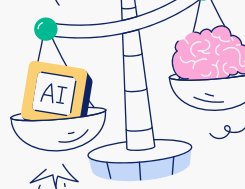
Match the pairs of coloured grids using the colour pairs given below.

1



COMPUTATIONAL THINKING

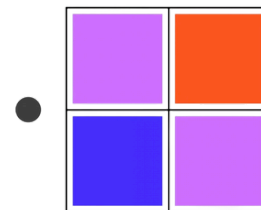
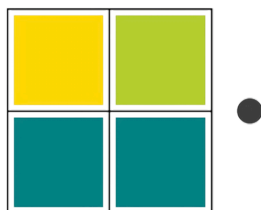
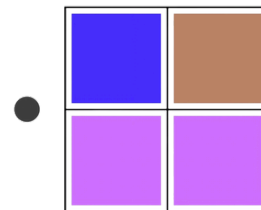
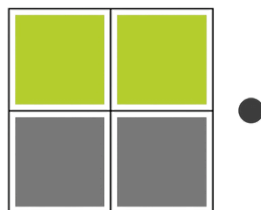
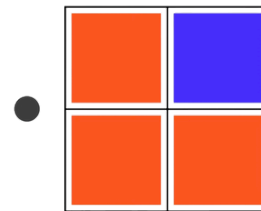
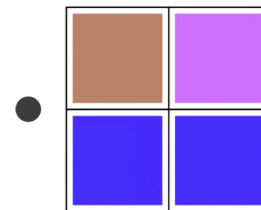
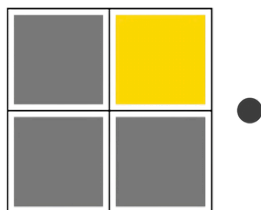
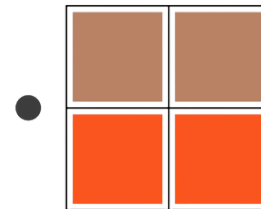
Puzzle



Match the pairs of coloured grids using the colour pairs given below.

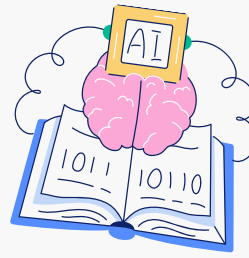
2

 = 
  = 
  = 
  = 



COMPUTATIONAL THINKING

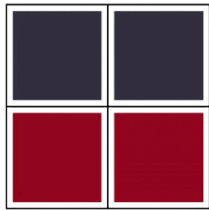
Puzzle



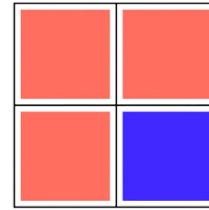
Match the pairs of coloured grids using the colour pairs given below.

3

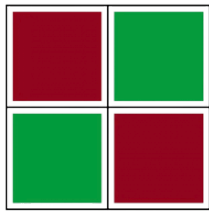
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  = 
  = 
  = 



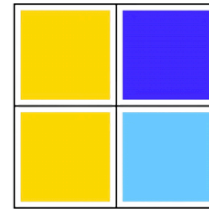
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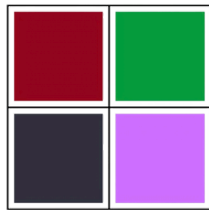
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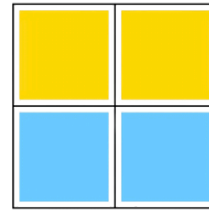
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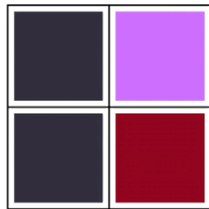
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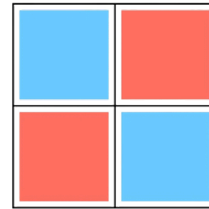
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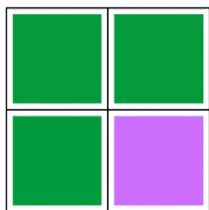
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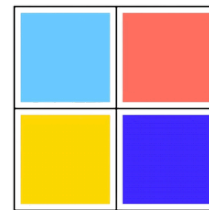
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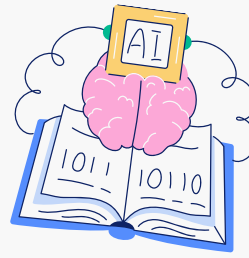
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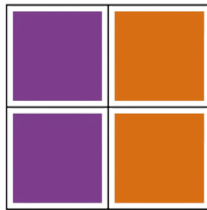
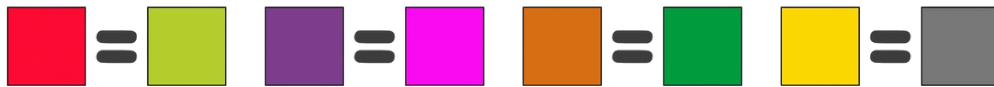
COMPUTATIONAL THINKING

Puzzle

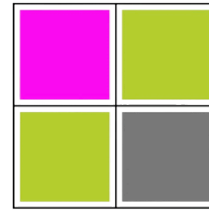


Match the pairs of coloured grids using the colour pairs given below.

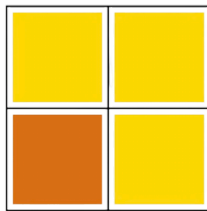
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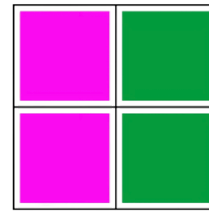
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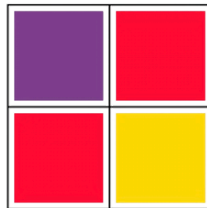
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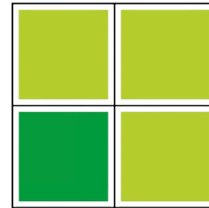
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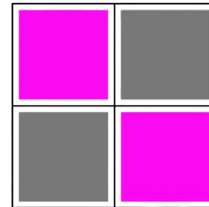
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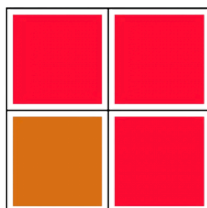
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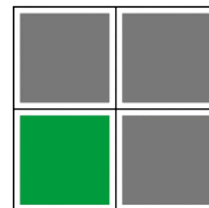
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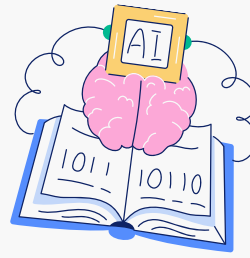
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COMPUTATIONAL THINKING

Puzzle



Use all four numbers in the box to fill the four empty boxes. Make the two sides of the scale equal. Use each number only once.

1) $\square + \square = \square + \square$ 2 4 5 1

2) $\square + \square = \square + \square$ 8 6 3 5

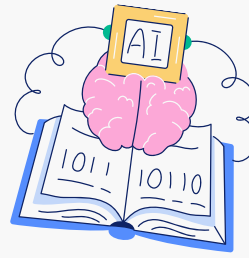
3) $\square + \square = \square + \square$ 3 4 6 7

4) $\square + \square = \square + \square$ 5 6 2 1

5) $\square + \square = \square + \square$ 3 1 4 2

COMPUTATIONAL THINKING

Puzzle



Use all four numbers in the box to fill the four empty boxes. Balance the scale and make sure all the signs (< or >) are correct. Use each number only once.

2

1) $\square < \square$ $\square > \square$ 2 6 7 1

2) $\square > \square$ $\square < \square$ 8 6 5 7

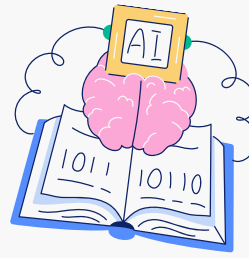
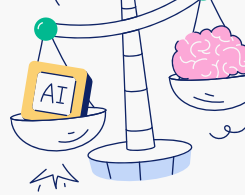
3) $\square > \square$ $\square > \square$ 4 5 6 7

4) $\square < \square$ $\square < \square$ 7 5 3 1

5) $\square < \square$ $\square > \square$ 5 2 4 1

COMPUTATIONAL THINKING

Puzzle

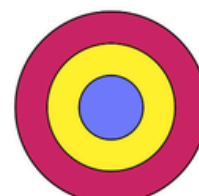
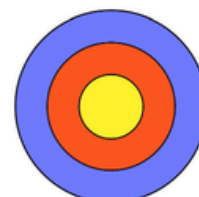
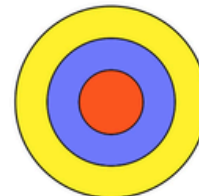
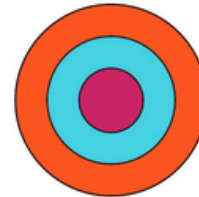
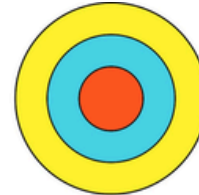
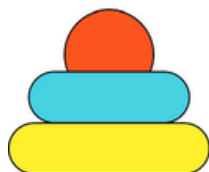
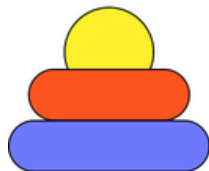
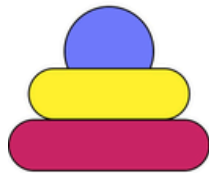
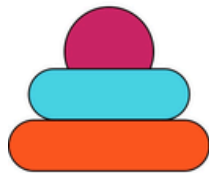


Look at the shapes on both sides.

Based on the examples given, figure out how the pyramids are connected to the circles.

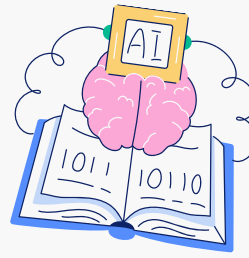
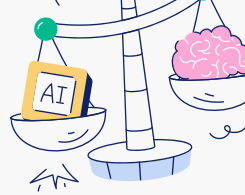
Draw a line to match each pyramid with its correct circle.

1



COMPUTATIONAL THINKING

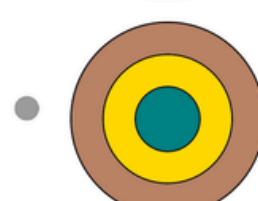
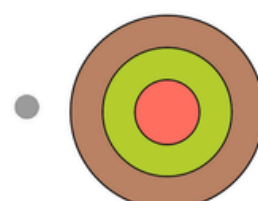
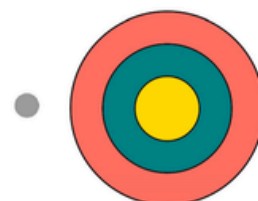
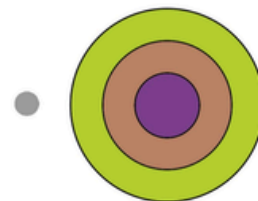
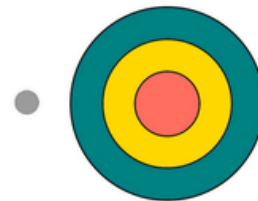
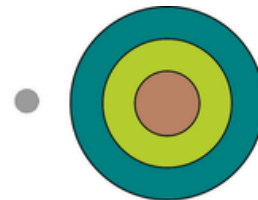
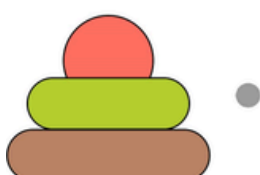
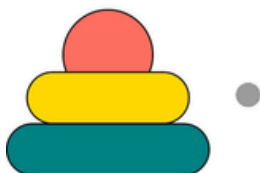
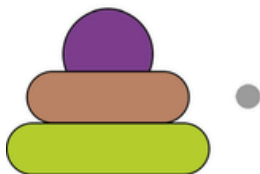
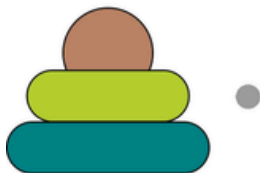
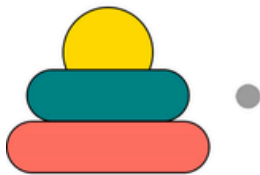
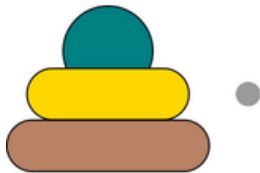
Puzzle



Look at the shapes on both sides.

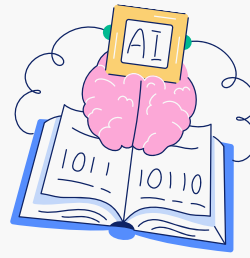
Based on the examples given, figure out how the pyramids are connected to the circles.

Draw a line to match each pyramid with its correct circle.



COMPUTATIONAL THINKING

Puzzle



Look at the shapes on both sides.

Based on the examples given, figure out how the pyramids are connected to the circles.

Draw a line to match each pyramid with its correct circle.

3

