



# CRACK THE CODE



## A Binary Holiday Activity



**PART 1**

Convert the bitmaps into binary using a "0" to represent a white pixel and a "1" to represent a black pixel.

**PART 2**

Convert the binary into bitmaps. Use white to represent 0 and black to represent 1.

Binary

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Binary

000010000

010101010

001010100

010000010

101010101

010000010

001010100

010101010

000010000

Binary

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Binary

000010000

000101000

001000100

001111100

010000010

100101001

010010010

001000100

000111000

Binary

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Binary

000010000

010111010

001010100

010010010

111111111

010010010

010010010

001010100

010111010





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## A Binary Holiday Activity



**PART**  
**1**

Convert the bitmaps into binary using a "0" to represent a white pixel and a "1" to represent a black pixel.

**PART**  
**2**

Convert the binary into bitmaps. Use white to represent 0 and black to represent 1.

0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	1	0	0	0	0
0	0	0	1	1	1	0	0	0
0	0	1	1	1	1	1	0	0
0	1	1	1	1	1	1	1	0
1	1	1	1	1	1	1	1	1
0	0	0	0	1	0	0	0	0
0	0	0	0	1	0	0	0	0

Binary

00000000  
 00000000  
 00001000  
 000111000  
 001111100  
 011111110  
 111111111  
 000010000  
 000010000

0	0	0	0	1	0	0	0	0
0	1	0	1	0	1	0	1	0
0	0	1	0	1	0	1	0	0
0	1	0	0	0	0	0	1	0
1	0	1	0	1	0	0	1	1
0	1	0	0	0	0	0	0	0
0	0	1	0	1	0	1	0	0
0	1	0	0	0	0	0	0	0
0	0	0	0	1	0	0	0	0

Binary

000010000  
 010101010  
 001010100  
 010000010  
 101010101  
 010000010  
 001010100  
 010101010  
 000010000

0	0	0	0	0	0	0	0	0
0	1	1	1	0	0	0	0	0
0	1	0	1	0	0	0	0	0
0	1	1	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0

Binary

00000000  
 011110000  
 010010000  
 011010000  
 000010000  
 000010000  
 000010000  
 000010000  
 000010000

0	0	0	0	1	0	0	0	0
0	0	0	1	0	1	0	0	0
0	0	1	0	0	0	1	0	0
0	0	1	1	1	1	0	0	0
0	1	0	0	0	0	0	1	0
1	0	0	0	0	0	0	1	1
0	1	0	0	1	0	0	1	0
0	0	1	0	0	0	1	0	0
0	0	0	1	1	1	0	0	0

Binary

000010000  
 000101000  
 001000100  
 001111100  
 010000010  
 100101001  
 010010010  
 001000100  
 000111000

0	0	0	1	1	1	1	0	0
0	0	0	1	0	0	0	1	0
0	0	0	1	1	1	1	0	0
0	0	0	0	1	0	0	1	0
0	0	0	0	1	0	0	1	0
0	0	0	0	1	0	0	1	0
0	0	0	0	1	0	0	1	0
0	1	1	1	0	0	1	0	0
0	1	0	0	0	0	0	1	0
0	1	1	1	1	1	1	0	0

Binary

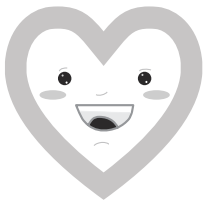
000111110  
 000100010  
 000111110  
 000010010  
 000010010  
 000010010  
 000010010  
 011110010  
 010000010  
 011111110

0	0	0	1	1	1	0	0	0
0	1	1	1	1	1	1	0	0
0	0	0	1	0	0	1	0	0
0	0	0	1	0	0	1	0	0
0	1	1	1	1	1	1	0	0
0	0	0	1	0	0	1	0	0
0	0	0	1	0	0	1	0	0
0	0	0	1	0	0	1	0	0
0	0	0	1	0	0	1	0	0
0	1	1	1	1	1	1	0	0

Binary

000111000  
 011111110  
 010010010  
 010010010  
 011111110  
 010010010  
 010010010  
 010010010  
 011111110





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**PART 1**

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Binary

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Binary

011101110

100010001

100000001

100000001

100000001

010000010

001000100

000101000

000010000

Binary

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Binary

111111111

10001000

101000101

100000001

101000101

110111011

111000111

111101111

111111111

Binary

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\_\_\_\_\_

Binary

111111111

100010001

100000001

100000001

100000001

110000011

111000111

111000111

111111111





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## A Binary Holidays Activity

**PART 1**

Convert the bitmaps into binary using a "0" to represent a white pixel and a "1" to represent a black pixel.

**PART 2**

Convert the binary into bitmaps. Use white to represent 0 and black to represent 1.

**Binary**

0				0				0
	0	0	0		0	0	0	
	0	0	0	0	0	0	0	
	0		0	0	0		0	
	0	0	0		0	0	0	
0		0			0			0
0	0		0	0	0		0	0
0	0	0		0		0	0	0
0	0	0	0		0	0	0	0

011101110  
100010001  
100000001  
101000101  
100010001  
010111010  
001000100  
000101000  
000010000

**Binary**

0				0				0
	0	0	0		0	0	0	
	0	0	0	0	0	0	0	
	0	0	0	0	0	0	0	
	0	0	0	0	0	0	0	
0		0	0	0	0	0		0
0	0		0	0	0		0	0
0	0	0		0		0	0	0
0	0	0	0		0	0	0	0

011101110  
100010001  
100000001  
100000001  
100000001  
010000010  
010000010  
001000100  
000101000  
000010000

**Binary**

0				0				0
	0	0	0		0	0	0	
	0	0	0	0	0	0	0	
	0		0	0	0		0	
	0	0	0	0	0	0	0	
0		0			0			0
0	0		0		0		0	0
0	0	0		0		0	0	0
0	0	0	0		0	0	0	0

011101110  
100010001  
100000001  
101000101  
100000001  
010111010  
001010100  
000101000  
000010000

**Binary**

0				0				0
	0	0	0		0	0	0	
	0		0	0	0		0	
	0	0	0	0	0	0	0	
	0		0	0	0		0	
0								0
					0	0	0	
								0

111111111  
10001000  
101000101  
100000001  
101000101  
110111011  
111000111  
111101111  
111111111

**Binary**

0	0	0		0	0	0		0
0	0	0	0	0	0	0	0	0
0		0	0	0		0		0
0	0	0	0	0	0	0	0	0
	0							0
					0	0	0	
								0

111111111  
100010001  
100000001  
101000101  
100000001  
110111011  
111000111  
111000111  
111111111

**Binary**

0	0	0		0	0	0		0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
	0	0	0	0	0			0
					0	0	0	
								0

111111111  
100010001  
100000001  
100000001  
100000001  
110000011  
111000111  
111000111  
111111111





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## A Binary Emoji's Activity

### PART 1

Convert the bitmaps into binary using a "0" to represent a white pixel and a "1" to represent a black pixel.

### PART 2

Convert the binary into bitmaps. Use white to represent 0 and black to represent 1.

Binary

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Binary

011111110  
100000001  
100000001  
101000100  
100010001  
100000001  
101111111  
100000001  
011111110



Binary

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Binary

011111110  
100000001  
100000001  
101000100  
100010001  
100000001  
101111101  
110111011  
011111110



Binary

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Binary

011111110  
100000001  
101000101  
100010001  
100000001  
101111101  
101000101  
110000011  
011111110





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## A Binary Emoji's Activity

**PART 1**

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Convert the binary into bitmaps. Use white to represent 0 and black to represent 1.

0	0							0	0
0		0	0	0	0	0	0		0
	0	0	0	0	0	0	0		
	0		0	0	0		0		
	0	0	0		0	0	0		
	0		0	0	0		0		
	0						0	0	
0		0	0	0	0	0	0		0
0	0							0	0

Binary

```
001111100
010000010
100000001
101000101
100010001
101000101
100111001
010000010
001111100
```

0									0
	0	0	0	0	0	0	0		
	0		0	0	0		0		
	0		0		0		0		
	0	0	0		0	0	0		
	0						0		
	0							0	
0		0	0	0	0	0	0		0
0									0

Binary

```
011111110
100000001
100000001
101000100
100010001
100000001
101111111
100000001
011111110
```



0	0							0	0
0		0	0	0	0	0	0		0
	0	0	0	0	0	0	0		
	0		0	0	0		0		
	0	0	0		0	0	0		
	0		0	0	0		0		
	0						0	0	
0		0	0	0	0	0	0		0
0	0							0	0

Binary

```
001111100
010000010
101000101
100000001
101000101
100010001
100111101
010001010
001111100
```

0									0
	0	0	0	0	0	0	0		
	0	0	0	0	0	0	0		
	0		0	0	0		0		
	0	0	0		0	0	0		
	0	0	0	0	0	0	0		
	0						0		
	0							0	
0									0

Binary

```
011111110
100000001
100000001
101000100
100010001
100000001
101111101
110111011
011111110
```



0	0							0	0
0		0	0	0	0	0	0		0
	0	0	0	0	0	0	0		
	0		0	0	0		0		
	0	0	0		0	0	0		
	0		0	0	0		0		
	0						0	0	
0		0	0	0	0	0	0		0
0	0							0	0

Binary

```
001111100
010000010
100000001
101000101
100010001
100000001
101111101
010000010
001111100
```

0									0
	0	0	0	0	0	0	0		
	0		0	0	0		0		
	0	0	0		0	0	0		
	0	0	0	0	0	0	0		
	0						0		
	0							0	
	0								0
0									0

Binary

```
011111110
100000001
101000101
100010001
100000001
101111101
101000101
110000011
011111110
```

