

## A cipher wheel

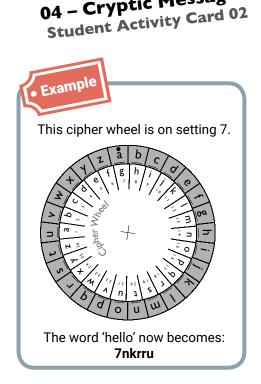
- 1. Cut out the circles at the bottom of the page.
- 2. Make a hole in the centre of each circle.
- 3. Use a split pin to fasten the circles together.

The numbers on the cipher wheel are your **setting numbers**.

Just like the Germans you are going to change the settings.

When the wheels are set to 1 all the numbers line up and there is no encryption.

Turn the top wheel to a new setting and the letters will be mixed up

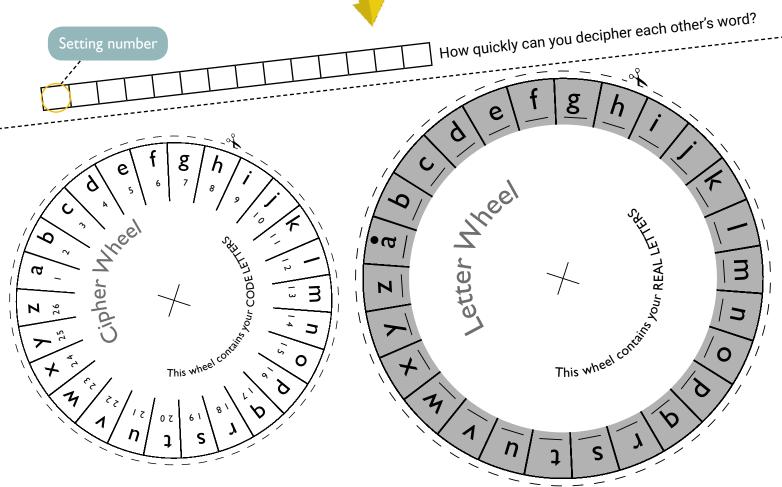


04 – Cryptic Messages

Pick a number (1 - 26). Line your number up with the letter 'a' on the big grey letter wheel.

Encrypt a word using your wheel. Pass the encrypted word to a partner but make sure your word starts with your setting number.

For example: **9abwx** means **stop** 



## Binary code

To send messages as radio signals, the Germans changed alphabetic letters into five-bit binary code.

Each digit or letter has its own binary code.

Lette	ers	А	В	С	D	E	F	G	н	ı	J	к	L	м	N	0	P	Q	R	s	т	U	v	w	х	Y	z
S	ı	0	0		0	0	0				۰	0						0		0		0		0	0	0	•
Elements	2	0		o				o		0	•	•	0				o	0	o			0	0	0			
Elen	3			o			o		0	0		o		0	o		0	0		0		0	0		o	0	
Code	4		0	o	0		o	o			0	o		0	o	0			o				0		0		
Ŭ	5		0					o	0				0	0		0	0	0			0		0	0	0	0	o

Use the grid below to spell out your name. Write each letter in a box on the top row.

Below each letter, mark on the correct binary code.

Lette	ers													
nts	ı													
nen	2													
Eler	3													
Code	4													
Ŭ	5													

## Punched tapes

Binary codes are punched onto tapes. The Colossus machine read the tapes to work out the settings of the German Lorenz cipher machine.

Can you work out the binary message in the grid below?

Lette					ers i					<b>J</b>						
9	ī				0		0		0	0						
hent	2		İ	0			0		0				•			
Elements	3	o		•				0	0	0	0				0	
Code	4	0	o	0				o	o		0	0	0			A THE REAL PROPERTY AND ADDRESS OF THE PARTY A
ŭ	5	0	o	0		0						0		0	0	