



EPISODE 306: PART 2

THRILL OF THE FACE

Watch as the Mobile Unit saves the Museum of Natural Odd by solving Agent Ortho's secret face code! Will they be able to crack the code and capture the stone warrior?

CASE SUMMARY

CASE: Save the Museum of Natural Odd and capture the stone warrior!

OUTCOME: The Mobile Unit captured the stone warrior and saved the Museum of Natural Odd. They decoded Agent Ortho's face-coding scheme by collecting a bunch of boxes that had clues on them. Once they collected enough clues, they were able to crack the code and defeat the stone warrior!

COLD CASE EXTENSION ACTIVITY

Oh no! Something VERY ODD has happened! The Ortho faces on the coding scheme have been covered by blobs of goop. In order to remove the blobs of goop and uncover the faces again you must create your own secret code.

Create a symbol for each letter and place it in the boxes below. You can draw a symbol or you can be creative and use different coloured candies or even legos! When you are done, write a message in your very own top secret code and see if others can crack it.

You can create a chart like this for your secret code!

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	!	?		



SYNOPSIS FOR TEACHERS/PARENTS:

In this episode, the Odd Squad Mobile Unit goes to the Museum of Natural Odd, but when they arrive they notice an ancient stone warrior has been let loose. In order to save the museum and capture the stone warrior, they must decode a strange numbering system.

This episode teaches children how to logically and strategically work through a mathematical problem. It encourages children to use deductive reasoning and critical thinking in order to make sense of a problem and persevere in solving it.

CURRICULUM EXPECTATIONS:

Grade 1 Math: Patterning and Algebra

- › Identify, describe, and extend, through investigation, geometric repeating patterns involving one attribute.
- › Identify a rule for a repeating pattern.

Grade 1 Math: Data Management and Probability

- › Demonstrate an ability to organize objects into categories by sorting and classifying objects using one attribute and by describing informal sorting experiences.

Grade 2 Math: Patterning and Algebra

- › Represent, through investigation with concrete materials and pictures, two number expressions that are equal, using the equal sign.
- › Determine the missing number in equations involving addition and subtraction to 18, using a variety of tools and strategies.

Mathematical Process Expectations

- › Problem solving: Apply developing problem-solving strategies as they pose and solve problems and conduct investigations, to help deepen their mathematical understanding.



SORTING GAME

Sorting time! Single Digits vs. Double Digits.

1

1

2

22

3

7

4

3

5

46

6

46

SINGLE DIGITS

DOUBLE DIGITS

1. Single Digits. 2. Double Digits. 3. Single Digits. 4. Single Digits. 5. Double Digits. 6. Double Digits.



CATEGORY SELECTION

Bearded Agent Ortho stands for the number 3. Choose the 3's.



1. Correct. 2. Nope. 3. Correct. 4. No way, that's just a moustache. 5. Correct.



COLUMN MATCHING

Use this code: **A=0, D=3, L=11, M=12, O=14, P=15, R=17** to decode the messages.

1



2



3



4



A



B



C



D



1. D 2. C 3. B 4. A



SEARCH AND FIND

Can you find the boxes that have Agent Ortho's face with a moustache?
And the stone warrior, too!



Ortho face with
moustache: Box 1



Ortho face with
moustache: Box 3



Ortho face with
moustache: Box 2



Ancient stone
warrior artifact



PUZZLE

Cut along the solid white lines to make a puzzle.

