

Buddy's key challenge

A SPACE ADVENTURE



What is Buddy's Key Challenge?

Buddy's Key Challenge is a game where pupils solve maths related puzzles to find pieces of a key. It can be played together as a whole class.

Each correct answer will reveal the location of one piece of key that's hidden in the classroom. There are ten pieces that make up the key, like a jigsaw.

Once all the pieces have been found, the key can be used to unlock a spaceship door for Buddy to go on his mission to space. The school can meet Buddy before he goes.

The challenge could be timed and played across the year group or school, with times up on a leaderboard. The winners would be the class that puts the key together the fastest time.

How to raise money

Pupils can be sponsored by family and friends to take part in Buddy's Key Challenge. Families can raise money via JustGiving or by using printed sponsor forms and paying via your school's chosen donation method. If you need support in setting up your school's JustGiving or ParentPay page, please follow the instructions on the Number Day resources page, or you can email us at numberday@nspcc.org.uk

What you need:

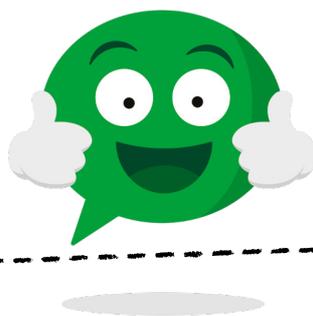
- A printout of the key, cut into ten pieces – one piece for each question
- Pupil questions and answers for the teacher to read
- A pupil handout for each table, or as required
- Pencils and paper (for workings)
- A JustGiving page for the school or a printed sponsor form for each pupil/family, so parents can pay in money using ParentPay or the school's chosen donation option.
- A timer (optional)
- A printout of Buddy

How to play:

1. Print out the image of the key and cut it into ten pieces.
2. Hide a piece of the key in the following locations. These locations are important as they are answers to the questions.
 - Teacher's chair
 - Art corner
 - Window furthest from the door
 - Second person in the register's desk
 - Clock
 - Door
 - Reading corner
 - Teacher's choice
 - Teacher's choice
 - Teacher's choice
3. Put Buddy in your chosen location in the school, such as the playground, the library, or just somewhere out of sight of the pupils.
4. Print out the pupil handout and distribute.
5. Read the introductory story to set the scene.
6. Start the timer (if using).
7. Pupils must work together to solve the puzzles and questions.
8. For each question, give the children some time to come up with an answer. Ask the pupils to raise their hands if they think they have the correct answer, and choose one of them to share with the class. If they get it right, ask them to collect the jigsaw piece from the hidden location.
9. Once all ten pieces are found and the key assembled, the class has succeeded and can welcome Buddy to the school!
10. Stop the timer (if using) and record how long it took the class to complete Buddy's Key Challenge.

Buddy's key challenge

A SPACE ADVENTURE



Story

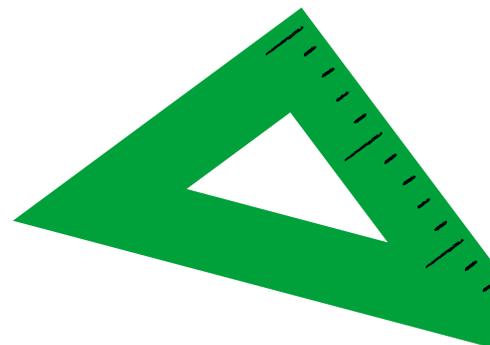
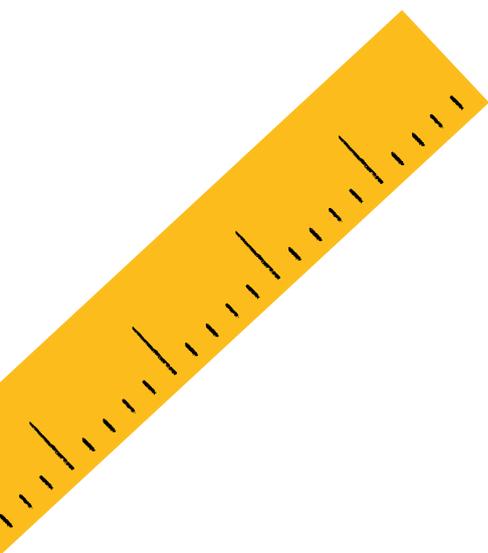
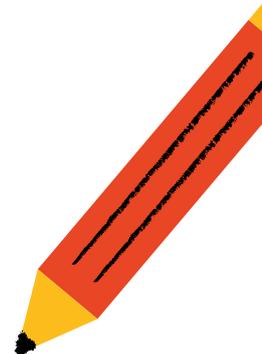
Buddy needs to go on a mission to space to explore different planets. On his way to the spaceship, he popped into **<insert name of your school>** to say goodbye. He accidentally dropped the key to the spaceship door which broke into ten pieces.

Can you help Buddy by answering the questions to solve the clues and find the pieces of the key around your classroom? Once the key is put together, you'll be able to open the spaceship door and meet Buddy before he goes on his mission. You need to try to put the key together before the other classes. Good luck!

Answers

Pupil handout

1. Reading Corner
2. £10.20 – Teacher choice piece of key
3. 4.15pm – Teachers choice for the key
4. Teachers chair
5. Door
6. Second person in the register
7. Clock
8. Window furthest from the door
9. Art corner
10. 19 – Teacher's choice for key

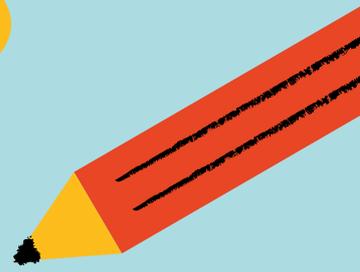
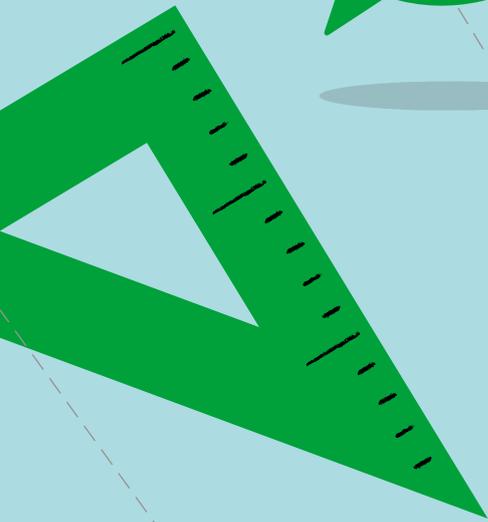
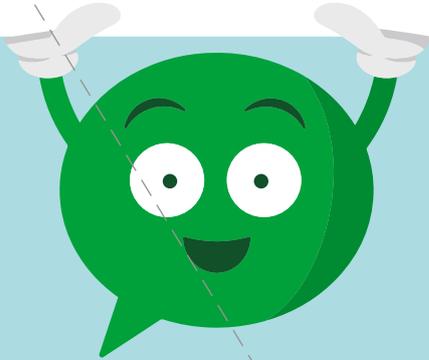


*Supported by



Buddy's key challenge

A SPACE ADVENTURE



Number
Day 2022

*Supported by



Charitable
Trust



OXFORD
UNIVERSITY PRESS

NSPCC

Buddy's key challenge

A SPACE ADVENTURE



Pupil handout

Answer the questions in the space below, using the Code Breaker sheet for some of them:



2. Ola went out for a Pizza with her friends Tilly and Amari. The bill came to £32. They each had a Pepperoni Pizza and Ola had an orange juice that cost £1.40, the others only drank tap water. Therefore Ola paid £1.60 more than the others, how much was each Pepperoni Pizza?

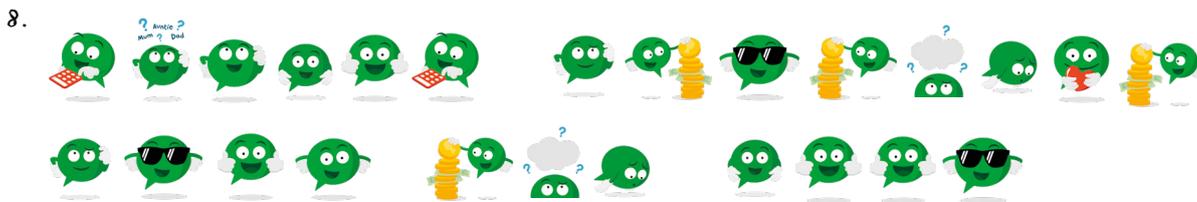
3. Reuben went to the park with Juan. Reuben was there first at 3.30pm, Juan arrived 45mins later, what time did he arrive?



5. If A=1, B=2, C=3 etc. What does 4, 15, 15, 18 spell?

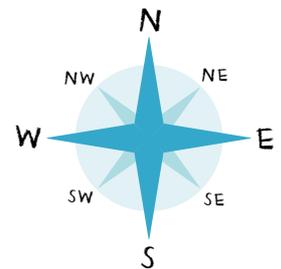
6. There were 8 people in a race, Bobby was placed 4th on the first bend but then slowed down and was overtaken by Sami, Bobby saw his Mum waving and it spurred him on and by the time they reached the next bend he had overtaken 2 runners and then on the final sprint to the finishing line Bobby managed to get ahead of Marco, what position did Bobby finish? Look under the desk of the person in that place on the register.

7. I have hands but I cannot clap – what am I?



9.

	Playground			Clock		Coat hooks
Head teacher's office		Art corner				Canteen
	Computer				Reading corner	School office
Teacher's desk			Door			START



Begin on the Start box and using the compass directions follow these instructions:

2 SQUARES NORTH > 1 SQUARE WEST > 1 SQUARE NORTH > 5 SQUARES WEST > 3 SQUARES SOUTH > 1 SQUARE EAST > 2 SQUARES NORTH

Where do you end up?

10. Holly has 6 siblings who were all born 2 years apart. The youngest is Niamh who is only 7 years old while Holly is the oldest. What is Holly's age?

KS2/P4-P7 (7-11-year-olds)

Code Breaker

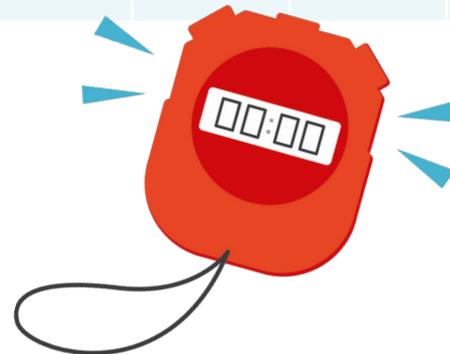


Number Day

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

NSPCC

©NSPCC 2021. National Society for the Prevention of Cruelty to Children. Registered charity England and Wales 216401, Scotland SC037717 and Jersey 384. Illustrations by Jamie Nash. J20211191.



*Supported by



*Number Day is supported by Man AHL and Oxford University Press, led by NSPCC.