



# 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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Binary

000010000

010101010

001010100

010000010

101010101

010000010

001010100

010101010

000010000

Binary

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Binary

000010000

000101000

001000100

001111100

010000010

100101001

010010010

001000100

000111000

Binary

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Binary

000010000

010111010

001010100

010010010

111111111

010010010

010010010

001010100

010111010

