



CRACK THE LOCK

Halloween Classroom Puzzle Pack

-  5 spooky code-cracking puzzles, from easy to hard
-  Grades 3 to 8, about 30 seconds to 10 minutes each
-  Logic, number sense, riddles and maps
-  Printable, plus a free digital lock version
-  Answer key with the trap in every puzzle

Project one puzzle as a warm-up, hand out copies, or let teams race. Then have your class type the code into a real digital lock (it shakes when they're wrong, and opens on your own message when they're right).



Puzzle 1

Easy

THE PUMPKIN PATCH

3-digit code

Mission: The farmer locked the pumpkin patch. Use the four failed tries below to crack the 3-digit code!

6 9 0

Nothing is correct

6 2 5

Nothing is correct

7 3 6

2 digits are correct **and** in the right place

8 5 1

1 digit is correct **and** in the right place

Hint: cross out every digit from the "nothing" clues first.

Working space



Puzzle 2

Easy

THE HAUNTED HOUSE

6-letter word code

Mission: A ghost moved into the house, but there is one room it refuses to enter.

CLUE 1

It is not the attic.

CLUE 2

It is not the basement.

RIDDLE

Which room can a ghost **never** go into?

CODE

The first word of that room's name.

Hint: ghosts are not exactly... alive.

Working space



Puzzle 3

Medium

MONSTER CANDY COUNT

3-digit code

Mission: Ghost, Mummy and Vampire each ate a different number of candies, from 1 to 9.

TOTAL

They ate 16 candies altogether.

VAMPIRE

ate twice as many as Ghost.

MUMMY

ate more than Vampire.

GHOST

ate an odd number.

CODE

Ghost, Mummy, Vampire, **in that order!**

Hint: Ghost can only be 1 or 3. Try both.

Working space



Puzzle 4

Medium

THE GHOST MAZE

Direction code (arrows)

Mission: Guide the ghost 👻 to the exit 🚪 in the **fewest** moves. Spider webs 🕸 are sticky: never touch one!



Code: write each move as an arrow (↑ ↓ ← →), one move per square. Hint: count your moves. Fewest wins!



Puzzle 5

Hard

THE WITCH'S SPELLBOOK

4-digit code (digits can repeat)

Mission: The witch locked her spellbook with a 4-digit code. Five failed tries are scribbled in the margin.

3 9 0 9

Nothing is correct

0 1 1 5

1 digit is correct, but in the wrong place

2 4 4 9

1 digit is correct, but in the wrong place

2 6 6 8

3 digits are correct, all in the wrong place

5 8 7 8

2 digits are correct **and** in the right place

Hint: 3909 rules out 3, 9 and 0. So which digit in 0115 is the good one?



ANSWER KEY

Teacher eyes only 👁️ Each code was checked by a script: exactly one answer fits.

1. THE PUMPKIN PATCH: 731

6, 9, 0, 2 and 5 are out. From 736, the 7 and 3 stay in place (the 6 is out). From 851, only the 1 is left, in the last spot. *The trap*: 736 tempts you to keep the 6. Reveal line: "731! The pumpkins are free... and they want candy."

2. THE HAUNTED HOUSE: LIVING

A ghost can never enter the living room. *The trap*: everyone guesses ATTIC or BASEMENT first. "Sorry, ghosts, it's members only."

3. MONSTER CANDY COUNT: 376

Ghost 1 gives Vampire 2 and Mummy 13 (too big). Ghost 3 gives Vampire 6 and Mummy 7, total 16. *The trap*: students type 367, but the order is Ghost, Mummy, Vampire.

4. THE GHOST MAZE: → → ↓ ↓ → ↓

6 moves, and it's the only shortest path. *The trap*: the open corridor at the bottom left is a dead end.

5. THE WITCH'S SPELLBOOK: 5826

3, 9, 0 are out, so the good digit in 0115 is 1 or 5. 5878: two digits in place. 2668: three right digits, all misplaced, with only one 6 in the code. Testing the cases leaves 5, 8, 2, 6. *The trap*: 2668 has two 6s, but only one is in the code. "The spell was... turn homework into candy."



MAKE IT A REAL LOCK (FREE)

Students type the code into a digital lock that shakes when they're wrong and opens when they're right.

1. **Pick a lock:** number, word, directions, colors and more.
2. **Paste the puzzle** from this pack (or write your own).
3. **Choose the look:** plain on the free plan, a filmed opening with the Event Pass.
4. **Write the reveal** your class sees when they crack it.
5. **Share the link or QR code.** Students play on any device, with no login.



Classroom idea: put one puzzle on each table, and the 5 codes unlock a final "candy vault" lock. Fastest team wins the first pick of the candy bowl.

BUILD YOUR LOCK FREE 

lockchallenge.com

