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Hieroglyphics Code

Not every hieroglyphic sign translates into our English alphabet, but this code is a close representation for hieroglyphic sound-signs. Use it to help you break the code on page 23. Students can also work in small groups to create Hieroglyphic Alphabet posters.



A
vulture



B
foot

C
Use "S" or "K,"
depending on
the sound.



D
hand



E
2 reed leaves



F
viper



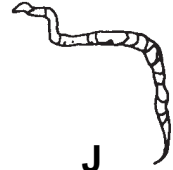
G
pot stand



H
rope



I
reed leaf



J
cobra



K
basket



L
lion



M
owl



N
water



O
wheat



P
stool



Q
hillside



R
open mouth



S
folded cloth



T
bread loaf



U
reed leaf +
quail chick



V
viper



W
quail chick



X
basket
+ folded
cloth



Y
2 reed
leaves



Z
door bolt



SH
lake



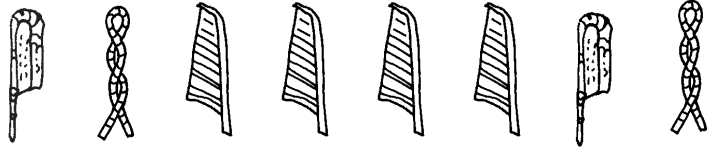


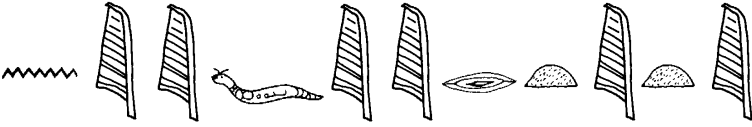
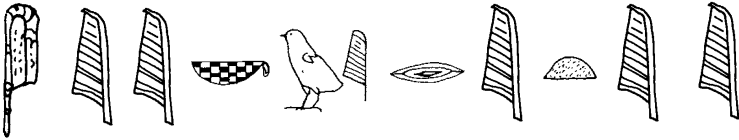
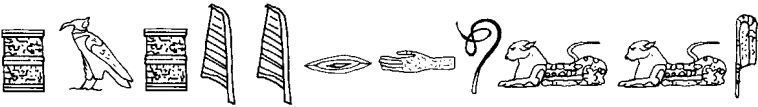
TH
cow belly



CH
hobble rope

Breaking the Code

You will need a copy of the Hieroglyphics Code (page 22) to complete this page. Each of the following words is related to a character in *The Egypt Game*. Decode the word and then write the name of the character that it describes.

Hieroglyphic	Decoded Word and Character
	
	
	
	
	
	

Now that you are familiar with these ancient alphabet symbols, it is your turn to put them to use. You will need three blank pieces of paper. Think of three words from the novel and then draw the hieroglyphic codes for each word—one word per page. Give the three pages to a classmate and have him or her decode the words and tell you how each word relates to the story. See how many classmates you can stump!