Create Your Own Bitmap Puzzle

Now have a go at creating your own Bitmap Puzzle by colouring in the squares of the grid in black and white, and then converting your picture or pattern in to binary code.

Then write out the code again on the second sheet and give it to a friend to solve. Remember, for each square white = 0, black = 1

Colour in the squares to create a picture

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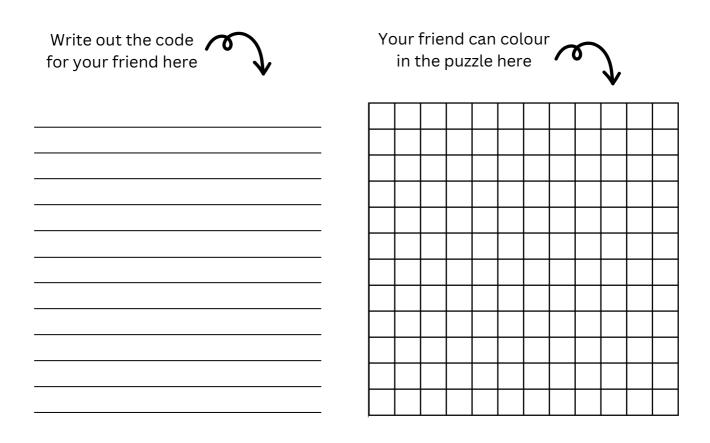
Write out the code for each row of squares



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Once you have created your puzzle, write out the binary code for it below on the left - each line of code equals one row of squares.

Then pass the sheet to a friend to solve the puzzle.



To solve the puzzle, convert the code in to a bitmap image by colouring in the squares. 0 = white and 1= black.