

Coordinate Battleships – Teacher's Notes

This game is designed to be played once coordinates have already been introduced.

On the following sheets, you will find three different levels of the game Coordinate Battleships, getting progressively easier.

Game One – four quadrants used.

Game Two – only the first quadrant.

Game Three – as Game Two, and with only one size of ship (so less tactical).

Children need to play against a child of a similar level, so that the appropriate game can be played.

Main Objective Covered:

Read and plot coordinates in the first quadrant (Year 5-6).

Coordinate Battleships – The Rules

This is a two person game.

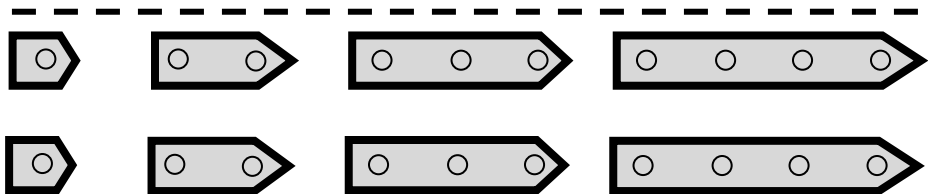
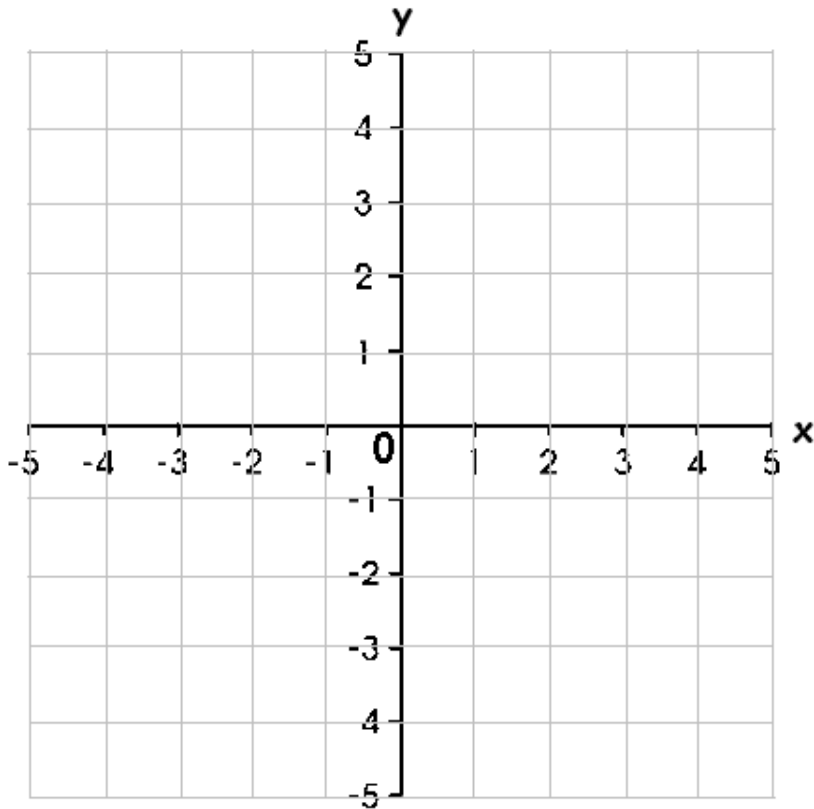
Each player needs one copy of 'My Map' and one copy of 'The Enemy's Map', as well as a pair of scissors to cut out their battleships.

1. Both players cut out their battleships, and place them on their map ('My Map'), without letting the other player see where their ships are placed.
2. Player One calls out a coordinate on the enemy's map (Player Two's version of 'My Map').
3. If Player One hits one of Player's Two ships by guessing a correct coordinate, Player Two must tell Player One that they have hit a ship. *To make the game easier, they must also state which size of ship was hit.*
4. Player One continues to call out coordinates until they miss all of Player Two's ships, recording all hit/missed ships on 'The Enemy's Map' as they go along.
5. Player Two starts at step 2 with roles reversed, and so on.
6. The game ends when all of a player's battleships are sunk. The player with ships remaining is the winner.

My Map

Along the corridor,
and up the stairs...

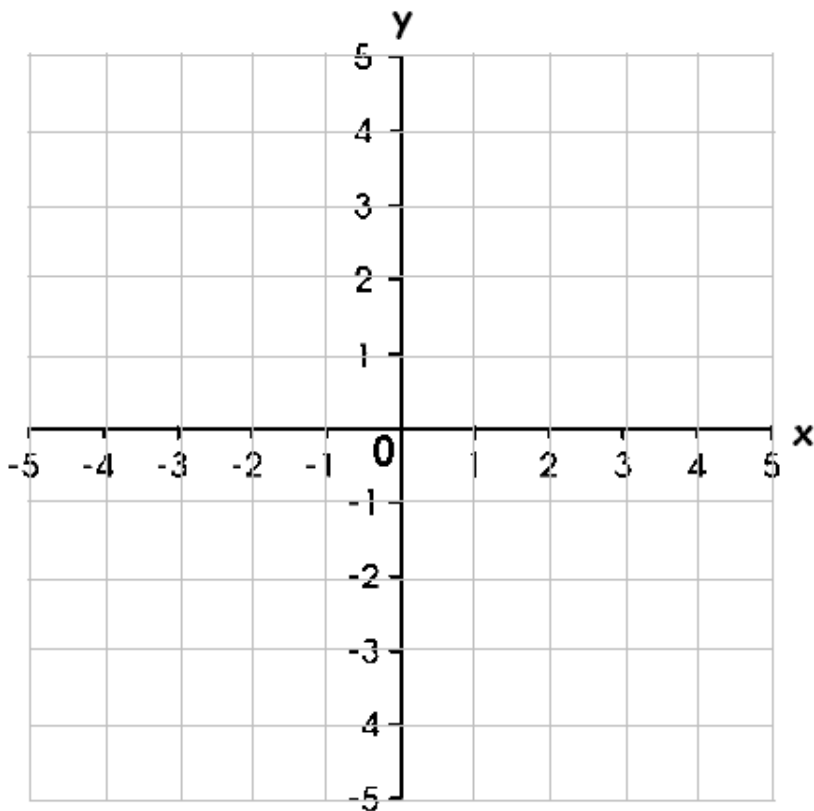
Cut out the battleships and place them on your map. Each circle on the ships should cover a coordinate. Don't let your partner see where your ships are!



The Enemy's Map

*Along the corridor,
and up the stairs...*

This is a copy of your partner's map. As you find out where their ships are placed, plot them on here.



Create a key here. You could use a certain shape or colour to remind yourself of where an enemy ship is placed, and where there are no ships.

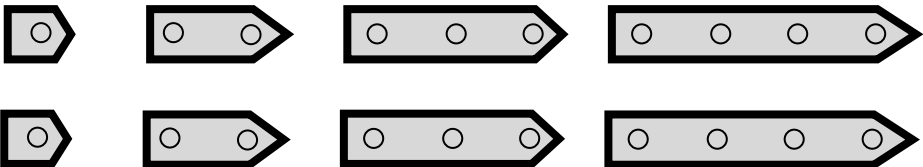
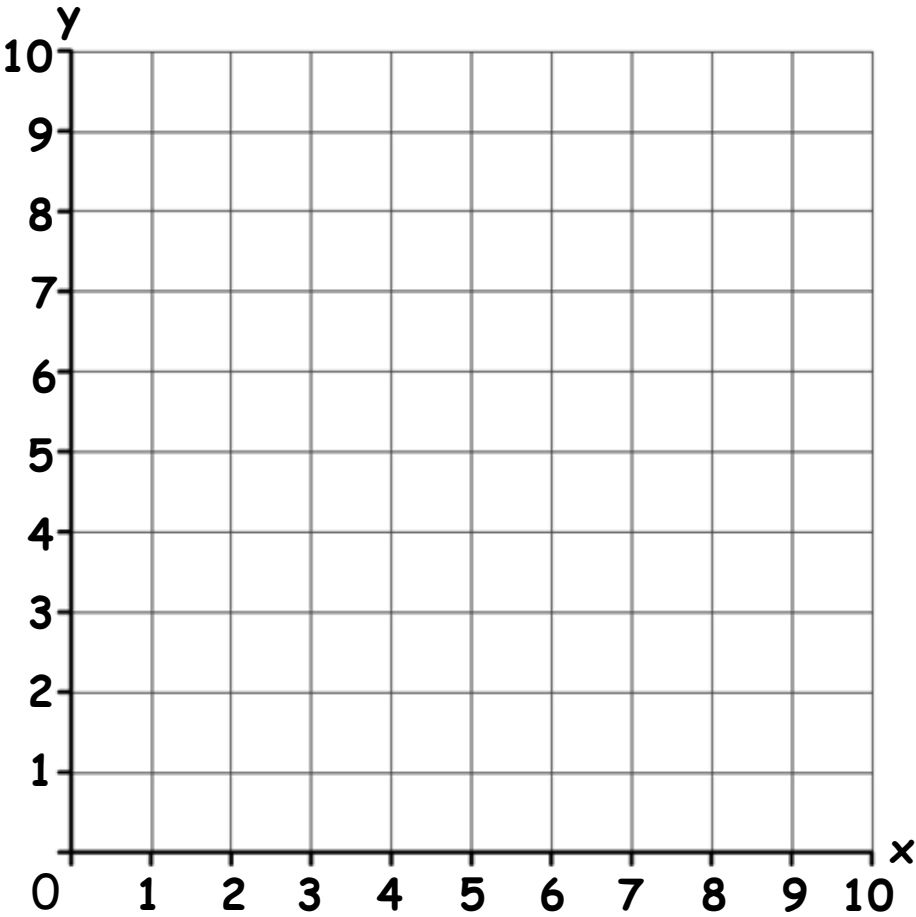
Ship hit!	
No ships.	

Hint: To make the game easier for each other, whenever you get hit, tell your partner which size of boat they have found.

My Map

Along the corridor,
and up the stairs...

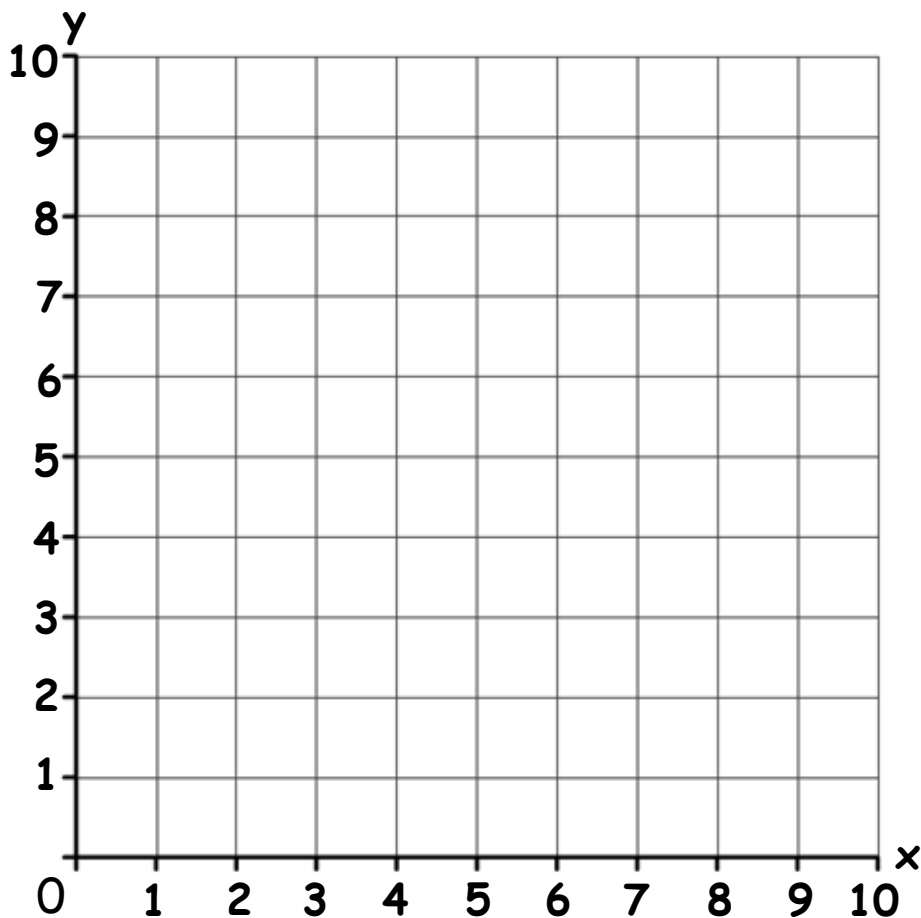
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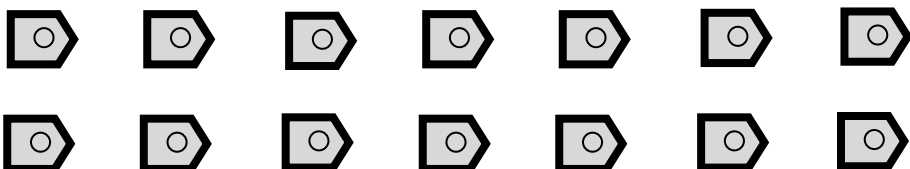
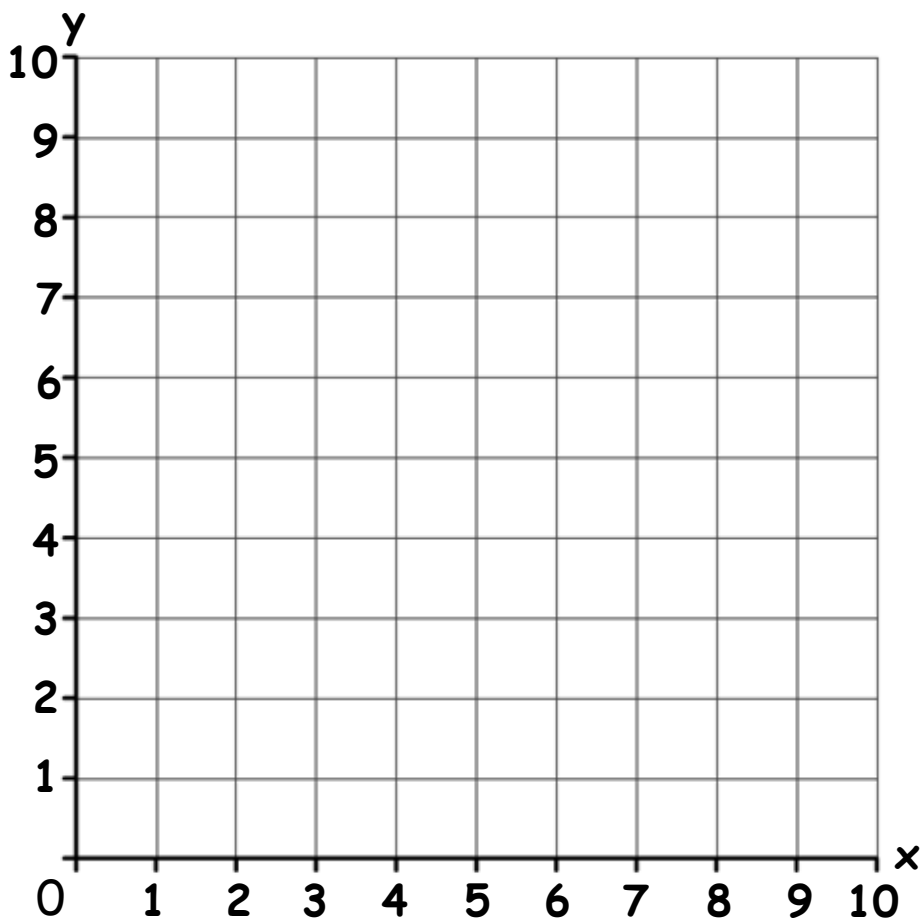
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My Map

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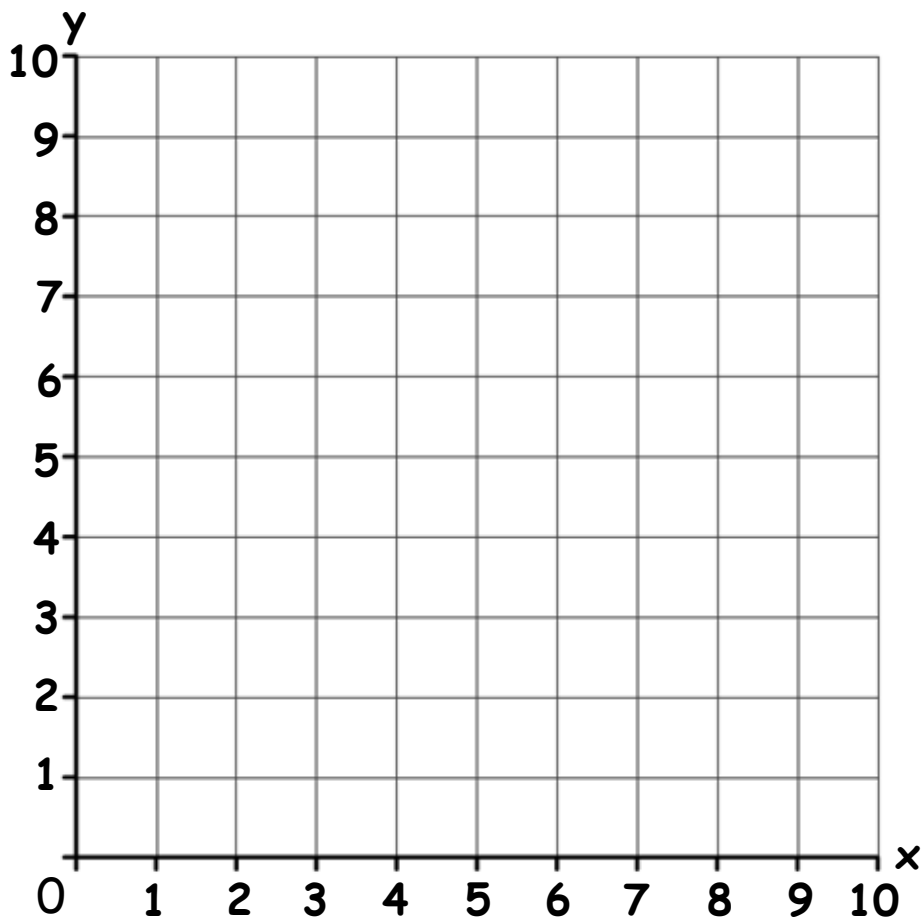
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