Battleship

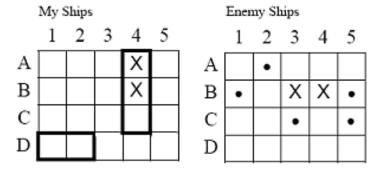Goal: Introduce students to coordinates and grids, while also practicing their critical thinking skills

Materials -
- Folders
- Battleship grids
- Pencils

Procedure -
1. Pass out battleship grids to each student.
2. Pair students up to face off against each other. Have them sit across from each other, with a folder in front of them as a divider.
3. Have students secretly mark their boats' location in the "My Ships" grid.
4. Start playing. Students should take turns choosing points to target on their opponent's grid. Keep track of this under the "Opponent's Battleship" grid.
5. If a student hits their opponent's boat, they get another turn.
6. Once a student manages to sink all of their opponent's boats, they win!

☆ Explanation: Some logic and critical thinking is needed to guess where the boats are. For example, if two of your opponent's boats were discovered in the corners of the grid, they might like placing their boats in corners. Try hitting another corner.

Image(s) -

Example:

Opponent's Battleship

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

Aircraft Carrier

AAAAA

Battleship

BBBB

Cruiser

CCC

Submarine

SSS

Destroyer

DD

My Ships

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
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