

BATTLESHIP NOTES:

New game to review coordinate planes.

1. Copy the small ones, cut them and give them each one.
2. They mark 2 ships that are 3 pieces each. (Each person does their own.)
3. You call out a set of coordinates and if you make a hit, each person that gets hit has to call out "Hit!" (They need to put an X on that part of the ship if you hit it.)
4. The first person to have BOTH of their battleships hit...loses...or you can play that the last person to have BOTH of their ships hit, wins. (You would end up calling out almost every set of coordinates, though.)

NOTES:

- You could play having each of the kids use some sort of a marker to know they are out: a cup turned upside down, etc...
- You could also play that they don't call out "Hit!" You just wouldn't know when you are close to sinking someone.
- They could also play it with another person. (Would be a good review.)

©2006 Believers and Achievers

BATTLESHIP NOTES:

New game to review coordinate planes.

1. Copy the small ones, cut them and give them each one.
2. They mark 2 ships that are 3 pieces each. (Each person does their own.)
3. You call out a set of coordinates and if you make a hit, each person that gets hit has to call out "Hit!" (They need to put an X on that part of the ship if you hit it.)
4. The first person to have BOTH of their battleships hit...loses...or you can play that the last person to have BOTH of their ships hit, wins. (You would end up calling out almost every set of coordinates, though.)

NOTES:

- a. You could play having each of the kids use some sort of a marker to know they are out: a cup turned upside down, etc...
- b. You could also play that they don't call out "Hit!" You just wouldn't know when you are close to sinking someone.
- c. They could also play it with another person. (Would be a good review.)