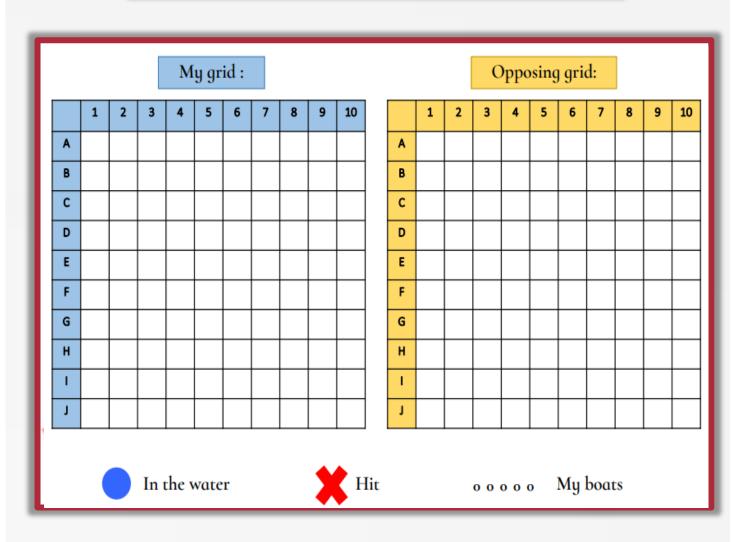


STEP 1

Print or draw out a battleship grid



Print or sketch out your own!



STEP 2

Rules of the game :



Material: 2 different colored markers: 1 red and 1 blue for each player.

Place your boats on the grid squares by drawing them with dots (number of boats and their size in the table below).

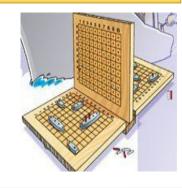
In turn, the players announce coordinates (ex: A, 6) and the opponent must then answer him: "Hit" (if the boat is hit and the 1st player puts a red cross in the corresponding box). "In the water" (if the boat is not touched and the 1st player then puts a blue dot in the corresponding box).

- When a boat is fully hit, then the opponent announces "hit and sink".

The game is over when all the boats of one of the players are sunk. The first to sink the boats of his opponent won.



Boats to place :						
1 very big boat:	0	0	0	0	0	
1 big boat:	0	0	0	0		
2 little boats:	0	0	0			
1 very little boat:	0	0				





STEP 3

Battleship Game Tips

Make sure your appanent cannot see the position of your ships (cover them!)

Don't place your ships touching eachother! THINK and call out coordinates correctly (B 4 or F 6 for example)

Mark all positions, even the ones that miss, they will help you!



When you get a hit, try other positions in that area



We learn about Coordinates

A point on a grid has **two numbers** to identify its position. These numbers are known as coordinates. Coordinates are always written as the number of steps across first, then the number of steps up or down.

Grids have **two axes**. The **horizontal axis is called the x-axis** and the **vertical axis is called the y-axis**.

These axes can be used to find a point on a grid.



