

Coordinates Find and Sink

Instructions:

This game is ideal for two players but three could play to absorb odd numbers. Decide, in your group, who will be player A and who will be player B (and player C if needed). All players will need a copy of this activity sheet. If you are playing in threes then Player A will guess the position of Player B, Player B will guess the position of Player C and Player C will guess the position of Player A.

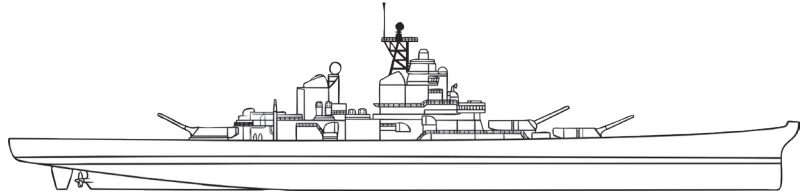
On **My Grid**, draw 6 straight lines to represent your battleships. Do not let your opponent(s) see!

Dreadnought: 1×6 length

Destroyer: 1×5 length

Cruisers: 2×4 length

Tugs: 2×3 length

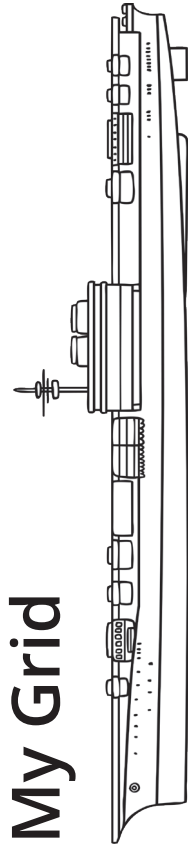
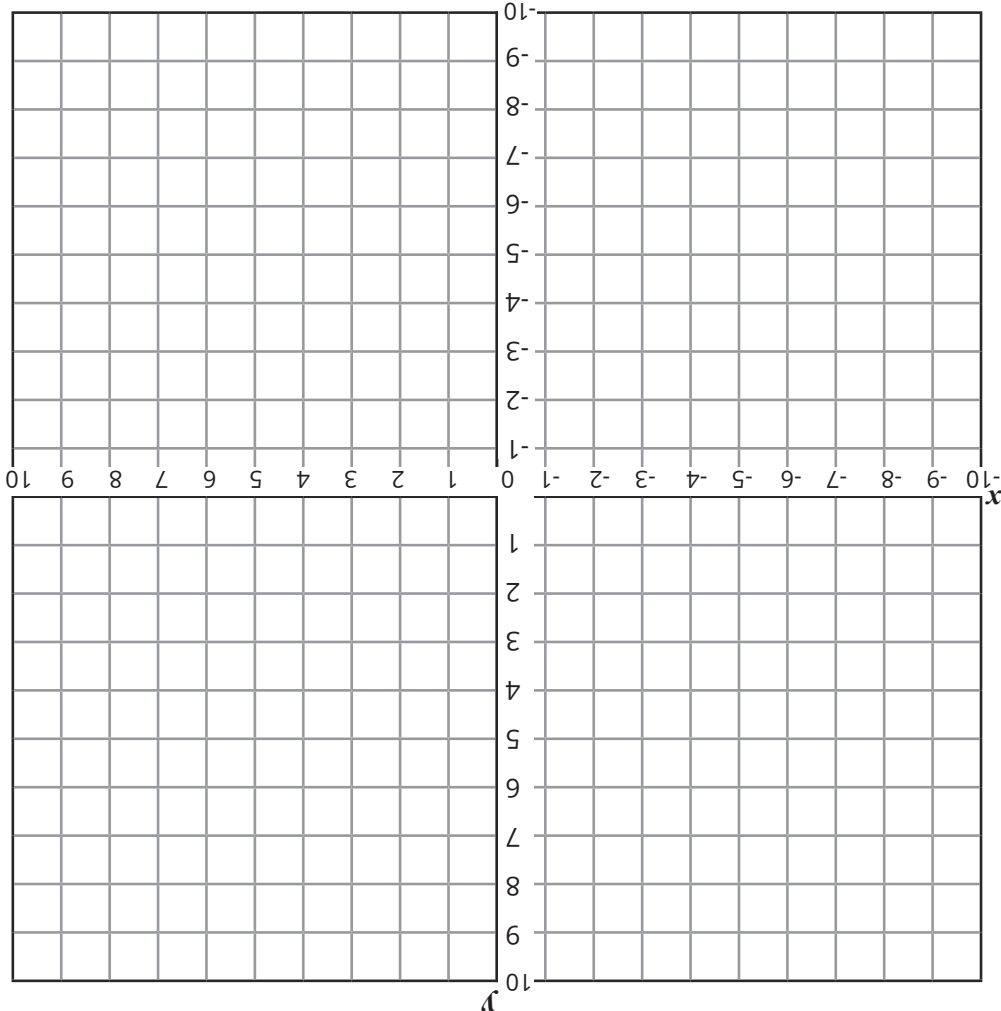
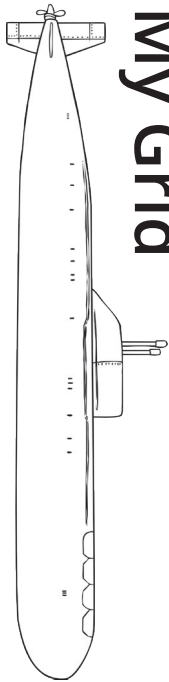


Your ships can be horizontal or vertical but not diagonal. They must start and finish on a coordinate, e.g. (1, 1) to (4, 1) would represent a tug of length 3.

Ready to play:

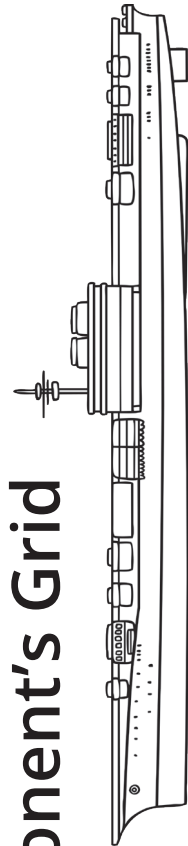
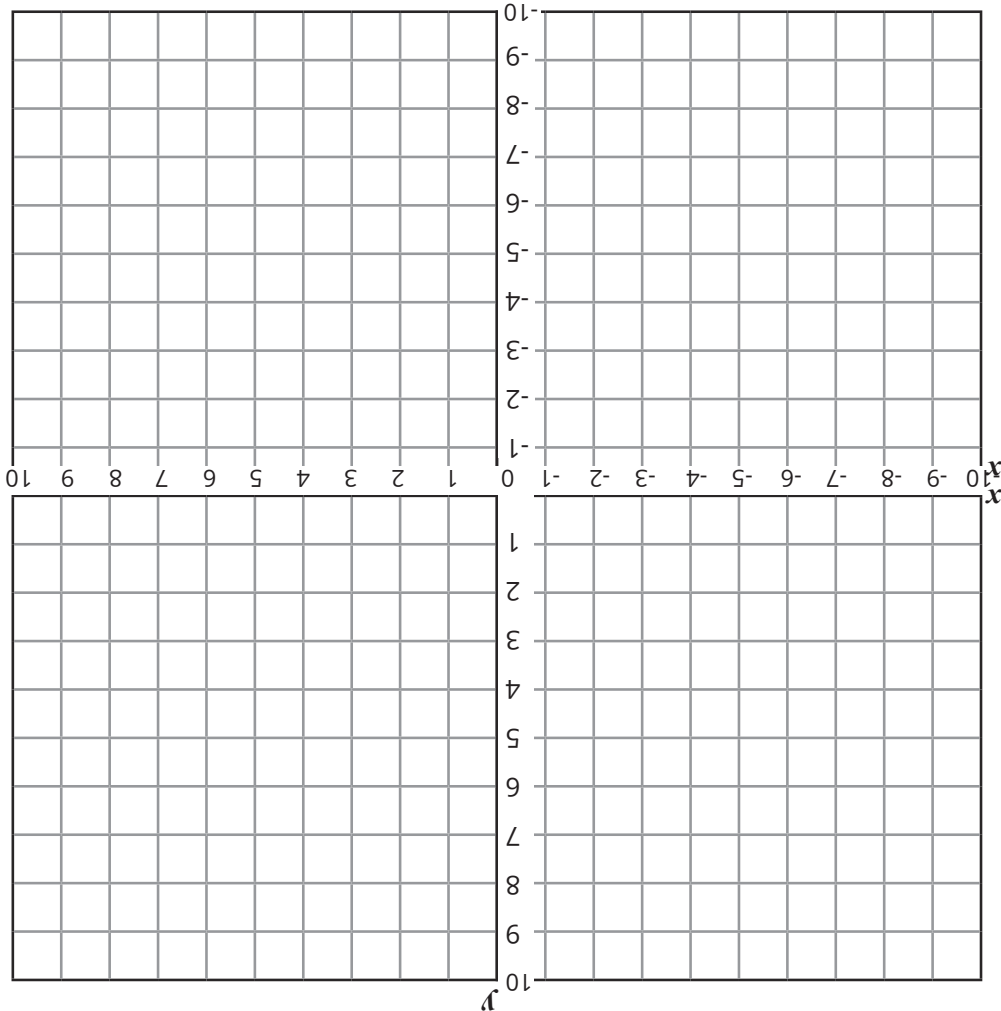
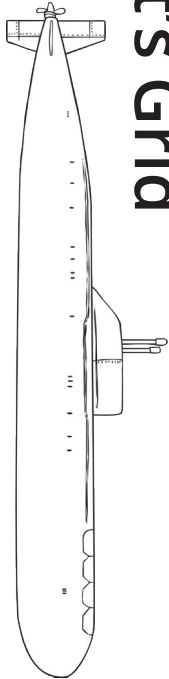
- Once you have drawn your 6 straight lines, you are ready to begin!
- Player A starts by guessing where Player B's battleships may be by suggesting a coordinate on the grid.
- The guess is a 'hit' if the coordinate lands on a battleship.
- If the guess is a 'hit', follow these steps:
 - Player A records the coordinate on their copy of '**Opponent's Grid**' by marking it with a cross.
 - Player B records the coordinate on their own copy of '**My Grid**' by marking it with a cross.
 - Player A will take another turn until they 'miss'.
- The guess is a 'miss' if the coordinate does not land on a battleship.
- If the guess is a 'miss', follow these steps:
 - The player who is suggesting the coordinate will record it on their copy of '**Opponent's Grid**' by marking it with a circle.
 - The opponent will record the suggested coordinate from the other player on their own copy of '**My Grid**' by marking it with a circle.
- The winner is the first one to 'sink' all of their opponent's battleships.

My Grid



My Grid

Opponent's Grid



Opponent's Grid