Coordinate Grid Battleship

Overview: Coordinate Grid Battleship is a great and fun way to have students practice naming and locating coordinate pairs.
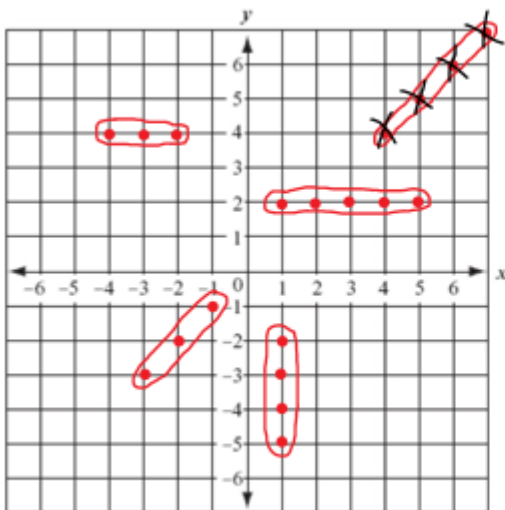
Players: 2

How to Win: Players will play each other one-on-one with the objective to sink all five of their opponent's battleships.

Setup: Each player is given a game board/grid to plot their ships on, as well as a grid to map their hits and misses. On their own battlefield, each player needs to plot 5 ships. 1 carrier which is 5 points long. 2 destroyers which are 4 points long and 2 submarines which are 3 points long. DO NOT LET YOUR OPPENENT SEE WHERE YOU PLACED YOU SHIPS!
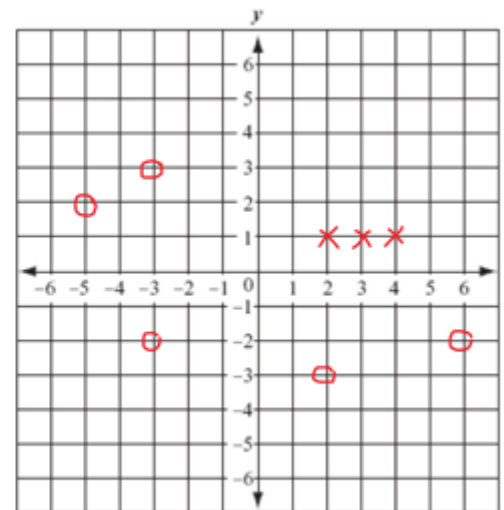
How to Play: After the players set up their ships, they will take turns "striking" the other players boats by saying coordinate pairs. Their opponent will tell them whether they hit or missed one of their boats. Players will use their second grid to keep track of their hits and misses. Mark the coordinates that are hits with an **X** and the misses with an **O**. Whenever your opponent hits every point on your ship you must state "you sunk my battleship". Game continues until all of one player's boats have been sunk.
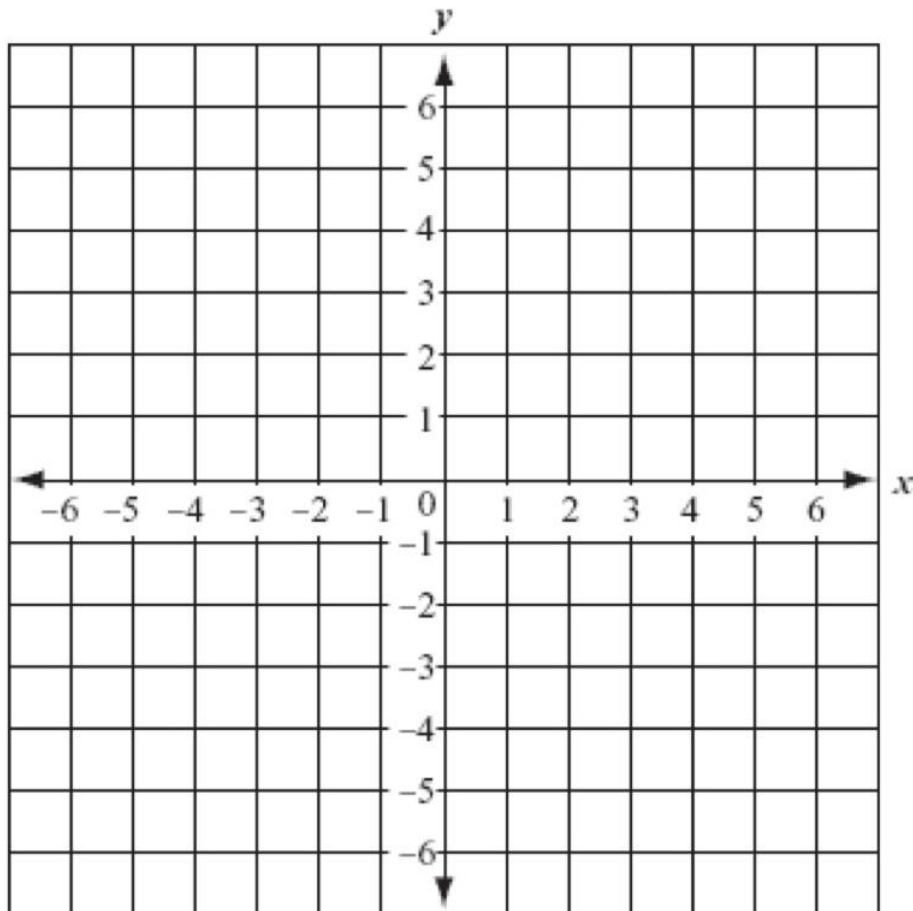
Example Game Board:

Your Grid:	Your Opponents Grid:

Name: _____   **Opponent:** _____

My Battlefield:

My Opponents Battlefield: