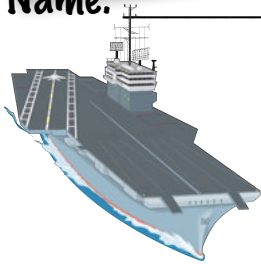
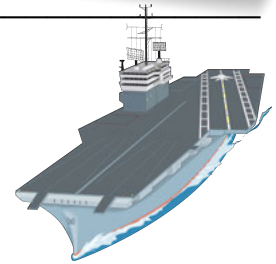


Name: \_\_\_\_\_

Date: \_\_\_\_\_



### Let's Play Battleships!



The aim of the game is to sink all three of your opponent's battleships before they sink yours!

6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F

*These are your battleships. Your opponent will try and find your battleships by calling out co-ordinates.*

- If one of your battleships is in the co-ordinate that is called out, you say 'Hit!'
- If there is no battleship in the co-ordinate, you say 'Miss!'
- If they find all three co-ordinates of your battleship, you say 'You've sunk my battleship!'

*This grid is for you to try and find your opponent's battleships. They have three ships which each cover three squares of the grid, just like yours.*

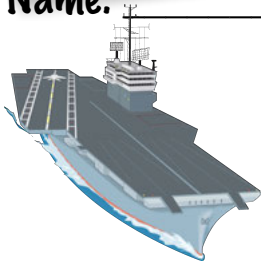
- Give your partner a co-ordinate. If they say 'Hit!' mark an **X** in the co-ordinate.
- If your partner says 'Miss!', mark the co-ordinate with an **O**.
- Three clues have already been put in your grid to get you started!

6				<b>O</b>		
5	<b>X</b>					
4						
3						
2		<b>O</b>				
1						
	A	B	C	D	E	F

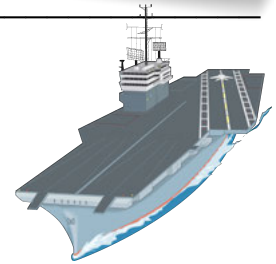


Now have a look at where your battleships are on the grid and where your opponent's battleships are. Can you describe how their positions are different? How would you get from one ship to another?

Name: \_\_\_\_\_ Date: \_\_\_\_\_



### Let's Play Battleships!



The aim of the game is to sink all three of your opponent's battleships before they sink yours!

6	70px	70px	70px	70px	70px	70px
5	70px	70px	70px	70px	70px	70px
4	70px	70px	70px	70px	70px	70px
3	70px	70px	70px	70px	70px	70px
2	70px	70px	70px	70px	70px	70px
1	70px	70px	70px	70px	70px	70px
	A	B	C	D	E	F

*These are your battleships. Your opponent will try and find your battleships by calling out co-ordinates.*

- If one of your battleships is in the co-ordinate that is called out, you say 'Hit!'
- If there is no battleship in the co-ordinate, you say 'Miss!'
- If they find all three co-ordinates of your battleship, you say 'You've sunk my battleship!'

*This grid is for you to try and find your opponent's battleships. They have three ships which each cover three squares of the grid, just like yours.*

- Give your partner a co-ordinate. If they say 'Hit!' mark an **X** in the co-ordinate.
- If your partner says 'Miss!', mark the co-ordinate with an **O**.
- Three clues have already been put in your grid to get you started!

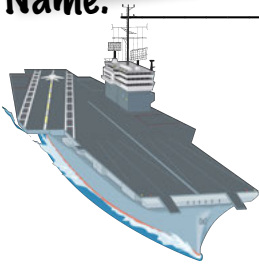
6	70px	70px	70px	70px	70px	70px
5	70px	70px	70px	70px	70px	70px
4	70px	70px	70px	70px	70px	70px
3	70px	70px	70px	70px	70px	70px
2	70px	70px	70px	70px	70px	70px
1	70px	70px	70px	70px	70px	70px
	A	B	C	D	E	F



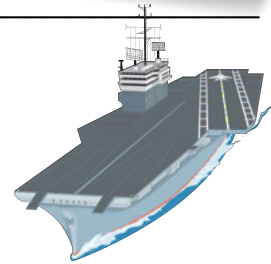
Now have a look at where your battleships are on the grid and where your opponent's battleships are. Can you describe how their positions are different? How would you get from one ship to another?

Name: \_\_\_\_\_ Date: \_\_\_\_\_

### Let's Play Battleships!



The aim of the game is to sink all four of your opponent's battleships before they sink yours!



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

*These are your battleships. Your opponent will try and find your battleships by calling out co-ordinates.*

- If one of your battleships is in the co-ordinate that is called out, you say 'Hit!'
- If there is no battleship in the co-ordinate, you say 'Miss!'
- If they find all three co-ordinates of your battleship, you say 'You've sunk my battleship!'

*This grid is for you to try and find your opponent's battleships. They have four ships which each cover three squares of the grid, just like yours.*

- Give your partner a co-ordinate. If they say 'Hit!' mark an **X** in the co-ordinate.
- If your partner says 'Miss!', mark the co-ordinate with an **O**.
- Four clues have already been put in your grid to get you started!

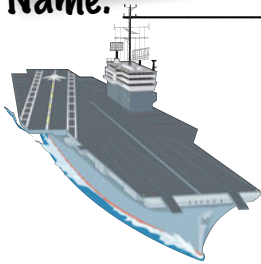
8								
7					O			
6								
5			O				O	
4								
3	X							
2								
1								
	A	B	C	D	E	F	G	H



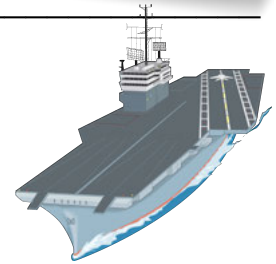
Now have a look at where your battleships are on the grid and where your opponent's battleships are. Can you describe how their positions are different? How would you get from one ship to another?

Name: \_\_\_\_\_

Date: \_\_\_\_\_



### Let's Play Battleships!



The aim of the game is to sink all four of your opponent's battleships before they sink yours!

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

*These are your battleships. Your opponent will try and find your battleships by calling out co-ordinates.*

- If one of your battleships is in the co-ordinate that is called out, you say 'Hit!'
- If there is no battleship in the co-ordinate, you say 'Miss!'
- If they find all three co-ordinates of your battleship, you say 'You've sunk my battleship!'

*This grid is for you to try and find your opponent's battleships. They have four ships which each cover three squares of the grid, just like yours.*

- Give your partner a co-ordinate. If they say 'Hit!' mark an **X** in the co-ordinate.
- If your partner says 'Miss!', mark the co-ordinate with an **O**.
- Four clues have already been put in your grid to get you started!

8								
7								<b>O</b>
6								
5					<b>O</b>			
4								
3			<b>X</b>					
2		<b>O</b>						
1								
	A	B	C	D	E	F	G	H

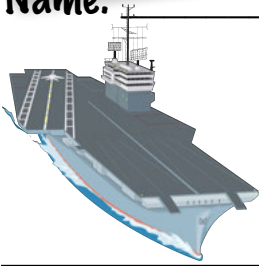


Now have a look at where your battleships are on the grid and where your opponent's battleships are. Can you describe how their positions are different? How would you get from one ship to another?

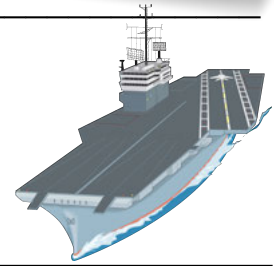
Name: \_\_\_\_\_

Date: \_\_\_\_\_

### Let's Play Battleships!



The aim of the game is to sink all four of your opponent's battleships before they sink yours!



	<p><i>These are your battleships. Your opponent will try and find your battleships by calling out co-ordinates.</i></p> <ul style="list-style-type: none"> <li>• If one of your battleships is in the co-ordinate that is called out, you say 'Hit!'</li> <li>• If there is no battleship in the co-ordinate, you say 'Miss!'</li> <li>• If they find all five co-ordinates of your battleship, you say 'You've sunk my battleship!'</li> </ul>
--	---

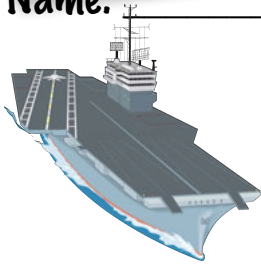
<p><i>This grid is for you to try and find your opponent's battleships. They have four ships which each cover five squares of the grid, just like yours.</i></p> <ul style="list-style-type: none"> <li>• Give your partner a co-ordinate. If they say 'Hit!' mark an <b>X</b> in the co-ordinate.</li> <li>• If your partner says 'Miss!', mark the co-ordinate with an <b>O</b>.</li> <li>• Four clues have already been put in your grid to get you started!</li> </ul>	
--	--



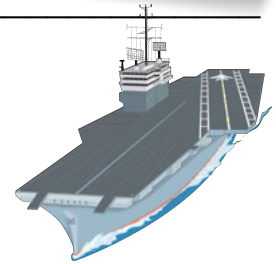
Now have a look at where your battleships are on the grid and where your opponent's battleships are. Can you describe how their positions are different? How would you get from one ship to another?

Name: \_\_\_\_\_

Date: \_\_\_\_\_



### Let's Play Battleships!



The aim of the game is to sink all four of your opponent's battleships before they sink yours!

	<p><i>These are your battleships. Your opponent will try and find your battleships by calling out co-ordinates.</i></p> <ul style="list-style-type: none"> <li>• If one of your battleships is in the co-ordinate that is called out, you say 'Hit!'</li> <li>• If there is no battleship in the co-ordinate, you say 'Miss!'</li> <li>• If they find all five co-ordinates of your battleship, you say 'You've sunk my battleship!'</li> </ul>
--	---

<p><i>This grid is for you to try and find your opponent's battleships. They have four ships which each cover five squares of the grid, just like yours.</i></p> <ul style="list-style-type: none"> <li>• Give your partner a co-ordinate. If they say 'Hit!' mark an <b>X</b> in the co-ordinate.</li> <li>• If your partner says 'Miss!', mark the co-ordinate with an <b>O</b>.</li> <li>• Four clues have already been put in your grid to get you started!</li> </ul>	
--	--



Now have a look at where your battleships are on the grid and where your opponent's battleships are. Can you describe how their positions are different? How would you get from one ship to another?

6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F

6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F

6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F

6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F

6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F

6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F

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

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

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

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

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

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