

VOCABULARY BATTLESHIP

Object of the Game:



- ❖ To discover the location of all ten ships and correctly define the vocabulary terms.

Game Background:

- The game is played on a 6×6 grid (two for each player) — and the individual squares in the grid are identified by letter and number. On lower grid the player arranges his own ships and records the shots by the opponent. On the upper grid, the player records his own shots against the opponent. Record shots in each grid square as follows:
 - X = hit
 - O = miss

Game Procedures:

- Before play begins, players arrange their ten ships (vocabulary terms) secretly on the bottom grid of their battleship folder (one word per space). The top grid is for keeping up with shots at the opponent ("O" for misses, "X" for hits).
- Once the players have their 10 ships (vocabulary terms) arranged on their bottom grid, player #1 takes the first turn (shot).
- Player #1 announces a target square in the opponents' grid (Ex. C-2).
- If a ship (vocabulary term) does not occupy C-2, player #1 must mark that spot with an "O" on the upper grid.
- If a ship (vocabulary term) does occupy one of the squares, the opponent must then say "hit" and ask player #1 to define the vocabulary term in that square.
- If player #1 defines the vocabulary term correctly, he earns the "hit." Players must mark an X for "hit" on their appropriate grids.
- If player #1 does not define the term correctly, he does not earn the "hit" and must attempt the "hit" on his next turn.
- Players continue taking turns (shots) at each other's ships (vocabulary words) until one player sinks all his/her opponent's ships and correctly defines all the words.