



HOW TO PLAY BATTLESHIP WITH COORDINATE GRAPHS

Supplies: 1 DOUBLE 10 by 10 grid for each player, Ruler, Pencil, Overhead of grid and rules.

SETTING UP...

- 1) Build a minor wall so that neither player can see the others' paper.
- 2) Turn your paper so the two grids are side by side.
- 3) On each grid, make a coordinate system. Label and number the X axis -6 to +6 and the Y axis -8 to +8. Include 0 at the origin.
- 4) Label the quadrants.
- 5) Draw 3 battleships on the "My Battlefield" grid with points.
- 6) You can place the ships horizontally, vertically, or diagonally; including crossing an axis.

Battleship (4 points)	● ● ● ●
Destroyer (3 points)	● ● ●
Submarine (2 points)	● ●

- 7) Connect the points with a straight line using a ruler.

PLAYING THE GAME...

- 1) Player 1 starts by calling a coordinate point, and she writes the coordinate point (ex. (2,-5)) down under "**Points I Called.**"
- 2) Player 2 (*the opponent*) looks on *his* "My Battlefield" & declares whether it was a hit (or sunk) or a miss.
- 3) The person who initially called the point (player 1) goes to *their* "OPPONENT'S BATTLEFIELD" grid, and at the point they guessed, marks either an "X" for hit, or an "0" for a miss.
- 4) The other player then goes.
- 5) Keep playing until 1 person sinks all 3 ships or until the bell rings for time.
- 6) The winner is the player with the most hits by the end.