Battleship Rules

Goal: To sink all of your opponent's ships by correctly guessing their coordinates.

Materials
- Each player gets 1 grid sheet(per game)
- Red crayon/marker for hits
- Black crayon/marker for misses
- Folder to place between players

Ships
- Each player must mark 5 ships on the grid.
  - Aircraft Carrier – Plot 5 points
  - Battleship – Plot 4 points
  - Cruiser – Plot 3 points
  - Submarine – Plot 3 points
  - Patrol Boat – Plot 2 points

Setup
- With your opponent, choose a unit length and fractional unit for the coordinate plane.
- Label chosen units on both grid sheets.
- Secretly select locations for each of the 5 ships on your My Ships grid.
  - All ships must be placed horizontally or vertically on the coordinate plane.
  - Ships can touch each other, but may not occupy the same coordinate.

Play
- Players take turns firing one shot to attack enemy ships.
- On your turn, call out the coordinates of your attacking shot. Record the coordinates of each attack shot.
- Your opponent checks his My Ships grid. If that coordinate is unoccupied, he says, "Miss." If you named a coordinate occupied by a ship, he says, "Hit."
- Mark each attempted shot on your Enemy Ships grid. Mark a black ✖ on the coordinate if your opponent says, "Miss." Mark a red ✓ on the coordinate if your opponent says, "Hit."
- On your opponent's turn, if he hits one of your ships, mark a red ✓on that coordinate of your My Ships grid. When one of your ships has every coordinate marked with a ✓, say, "You've sunk my [name of ship]."

Victory
- The first player to sink all (or the most) opposing ships wins.

COMMON CORE | Lesson 4: | Name points using coordinate pairs, and use the coordinate pairs to plot points.

Date: | 1/31/14

engage^ny   6.A.48