Activity ideas Battleships Players can work through this activity in pairs, drawing a co-ordinate grid on paper or outside with chalk.

Either use one quadrant or four quadrants for a challenge.

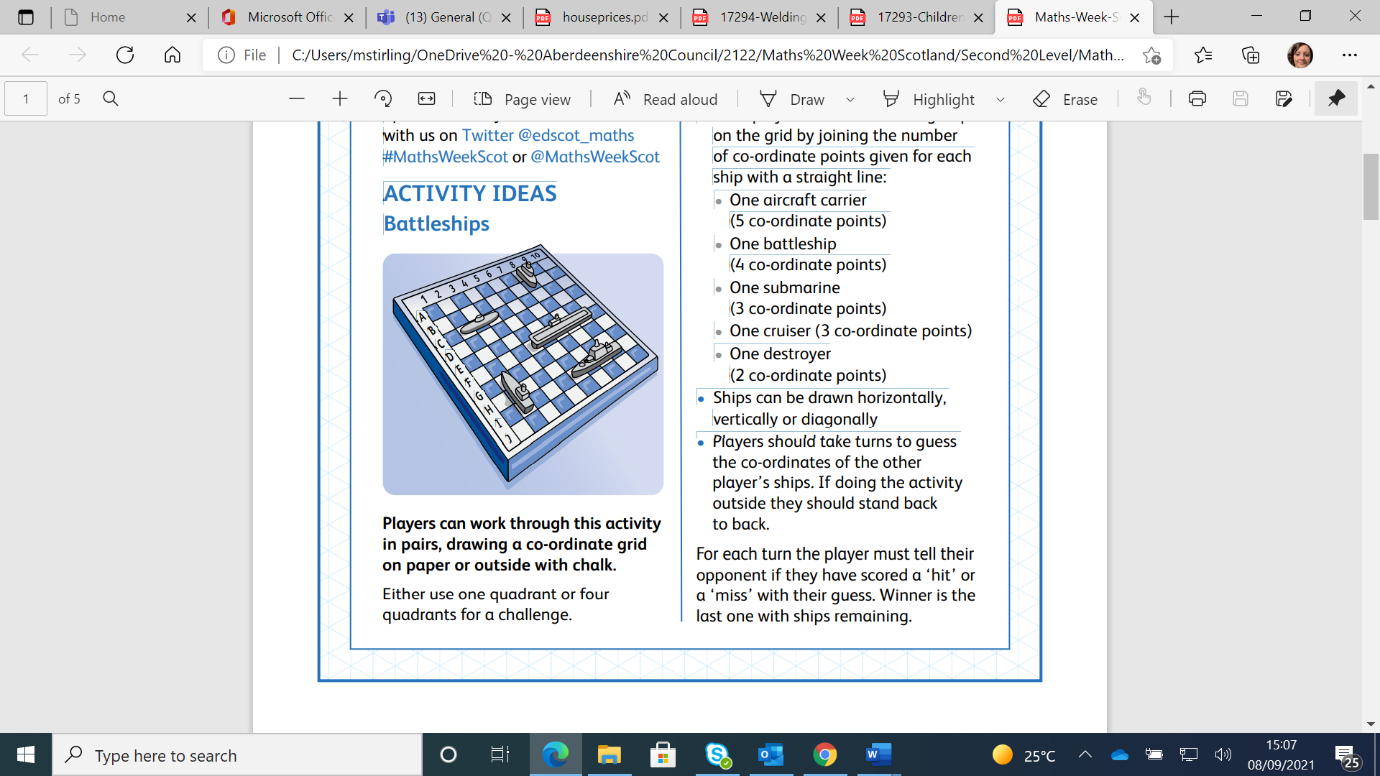
For one quadrant, you could start with an x- and y- axis from 0 to 10.

For four quadrants, you might start with an x- and y- axis from -5 to 5.

The rules are as follows:

• Each player has five ships.

• Each player draw the following ships on the grid by joining the number of co-ordinate points given for each ship with a straight line:

• One aircraft carrier (5 co-ordinate points)

• One battleship (4 co-ordinate points)

• One submarine (3 co-ordinate points)

• One cruiser (3 co-ordinate points)

• One destroyer (2 co-ordinate points)

• Ships can be drawn horizontally, vertically or diagonally

• Players should take turns to guess the co-ordinates of the other player’s ships. If doing the activity outside they should stand back to back.

For each turn the player must tell their opponent if they have scored a ‘hit’ or a ‘miss’ with their guess.

Winner is the last one with ships remaining