

# BATTLESHIP RESCUE MISSION

## HOW TO PLAY:

- Divide children into pairs, and give each child a copy of the game board grid.
- Children should not allow their partners to see their gameboards. Allow each child time to plot one or more "battleships" on his or her own game board on the grid labeled "My Ship(s)". (Depending on the age of the children or time constraints, you may want to allow children to only plot one or two battleships. No matter how many you choose to draw, make sure each child plots the same number of battleships.) A battleship is drawn (plotted) by coloring in four touching blocks. Ships may not overlap. Once each child has drawn battleship(s), have him or her cover their paper so partners can't see where battleships are located.
- Take turns attempting to rescue your partner's battleship(s) by calling out plot points (ex. A-5). Mark your attempts as a hit (check mark) or a miss (dot) on your "Ship(s) to Be Rescued" grid according to your teammate's reply.
- When your partner attempts to find your ship(s), say "hit" or "miss". If it's a hit, mark your hit ship(s) with a check mark in that square only on the "My Ship(s)" grid. Once all four boxes of your battleship are hit, you must announce "You rescued my battleship!".
- The first to rescue all of his or her partner's ships wins.

SAMPLE:

		My Ship(s)										Ship(s) to Be Rescued							
		1	2	3	4	5	6	7	8			1	2	3	4	5	6	7	8
A											A								
B			✓								B		✓						●
C											C		●	✓					
D											D			●					
E											E								✓
F											F								✓
G											G			●			●		
H											H								
I											I								

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My Ship(s)

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

Ship(s) to Be Rescued

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

✓ = Hit

● = Miss