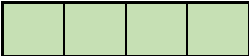


Word Battleships

Your Word Ships



Battleship



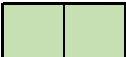
Aircraft carrier



Submarine



Submarine



Patrol boat

5 letters

4 letters

3 letters

3 letters

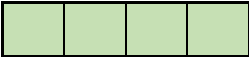
2 letters

Plan your words:

Their Word Ships



Battleship



Aircraft carrier



Submarine



Submarine



Patrol boat

5 letters

4 letters

3 letters

3 letters

2 letters

Work out their words:

Your fleet

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

Opponent's fleet

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

Setting up to play:

- 1 Find a **partner** to play with
- 2 You each need a **copy** of the board (shown on page 1)
- 3 Plan your word ships - one letter per square - and **write them in your fleet**.
 - They can read from left to right or top to bottom; not diagonally.
 - Word ships cannot be touching or crossing over one another. They can't share edges or touch on the corners.
- 4 **Check** you have spelled your words correctly
- 5 Sit so you **cannot see** each other's pages

Start playing:

- 6 Player 1 calls out a **square coordinate**, for example A9 or F5
- 7 Player 2 finds that square on their fleet
 - if there is **no letter** on it, they call out "**miss**"
 - if there is a **letter** on it, they say, "**hit**" and what the letter is.

Player 1 must write that letter on their copy of the 'Opponent fleet' and start trying to guess further letters of the words.
- 8 If Player 1 achieved a **hit**, they get **another turn**.
If it was a miss, then it is the other player's turn to try.
- 9 When all the letters of a word have been hit, the ship must be declared, "**hit and sunk**". All the squares surrounding that ship can be marked off as blank, as words cannot touch or cross over each other.
- 10 The first player to **sink all** of their opponents' ships, **wins** the battle.