### SINK THE SHIP

#### **Preparation:**

Print gameboards (pages 2 & 3).

Optional: Attach to file folder and laminate for multiple uses, or put in sheet protectors and use in a binder.

Print and cut out ships (below).

Optional: Add double sided tape, Velcro, magnets, to allow ships to attach to the board.

### **Playing Directions:**

**Step 1**: Place the four ships onto the large board in any direction. Make sure each ship fits entirely within the squares.

Step 2: Take turns calling out grid coordinates to locate the opponent's ships (e.g., "A4").

- If a ship occupies the square called, respond with "hit."
- If no ship is present, respond with "miss."
- Mark "hits" with an "X" and "misses" with an "O" on the smaller board using a dry-erase marker.

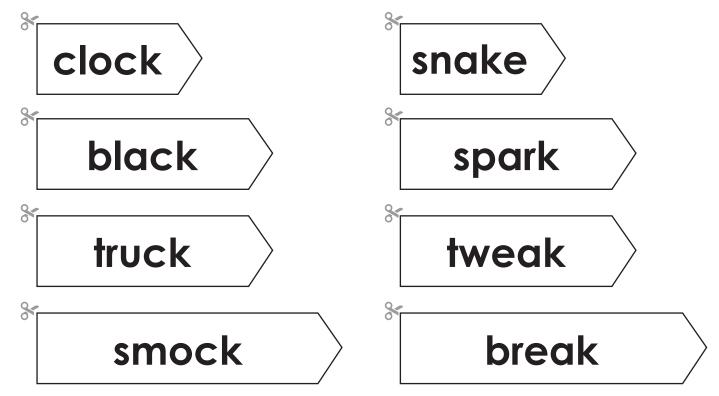
**Step 3**: Continue taking turns until an entire ship has been hit. When all the squares of a ship are hit, reply with "sunk."

• The player whose ship was sunk will read the word on that ship to the other player.

**Step 4**: The game ends when all the ships of one player have been sunk.

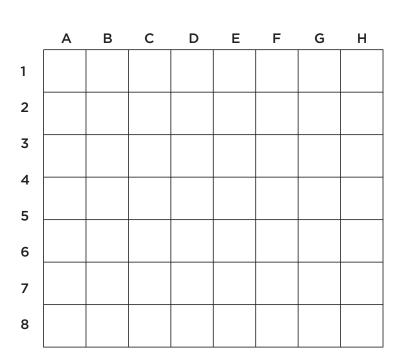
#### LEVEL 2

When you hear a /k/ sound after short vowel words use -ck. When you hear a /k/ sound after a long vowel or consonant use -k.



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	Α	В	С	D	Ε	F	G	Н_
1								
2								
3								
4								
5								
6								
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	Α	В	С	D	Ε	F	G	Н_
1								
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