

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."

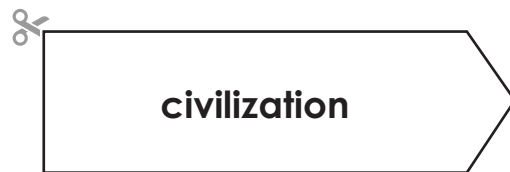
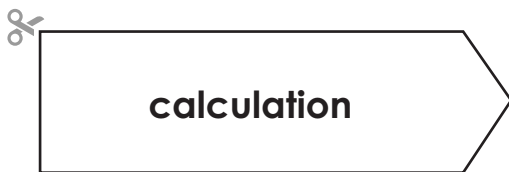
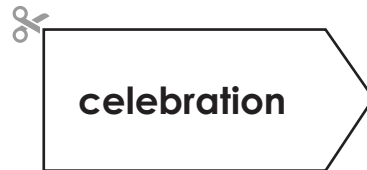
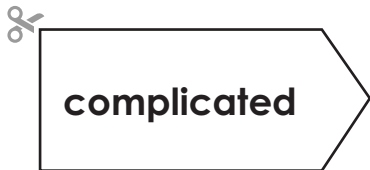
- The player whose ship was sunk will read the word on that ship to the other player.

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

LEVEL 3

Hard c /k/ is made when "C" is followed by a A, O, U, or a consonant.

Soft c /s/ is made when "C" is followed by a E, I, or Y.



SINK THE SHIP

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

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

SINK THE SHIP

	A	B	C	D	E	F	G	H
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	A	B	C	D	E	F	G	H
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