

# 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.

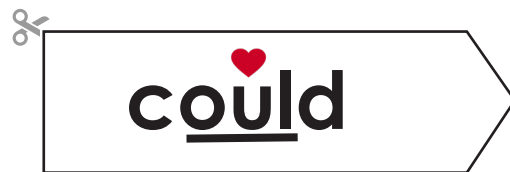
**Step 4:** The game ends when all the ships of one player have been sunk.

---

## FIRST GRADE

Heart words are the letter or letters that don't follow regular phonetic rules.

These are the parts of irregular words that must be learned "by heart."



# 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
1								
2								
3								
4								
5								
6								
7								
8								

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