

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."

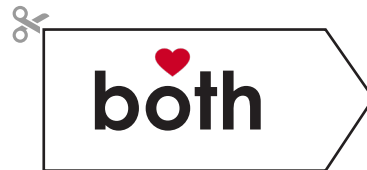
- The player whose ship was sunk will read the word on that ship to the other player.

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

SECOND 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."



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

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1								
2								
3								
4								
5								
6								
7								
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