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.
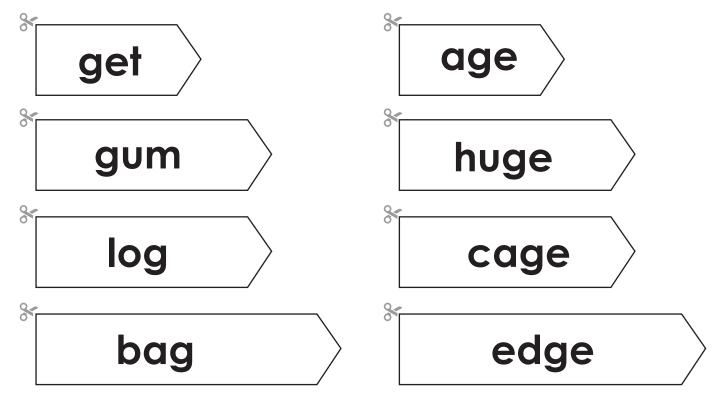
   Step 3: Continue taking turns until an entire ship has been hit. When all the squares of a ship are hit, reply with "sunk."
   • The player whose ship was sunk will read the word on that ship to the other player.

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

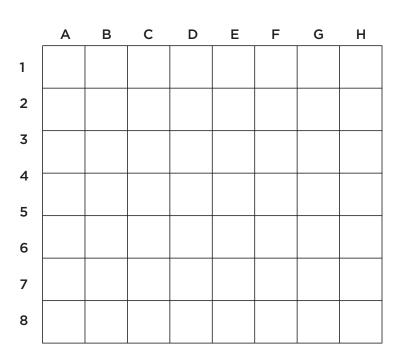- -

LEVEL 1
Soft g /j/ is made when "G" is followed by a E, I, or Y.
Hard g /g/ is made when "G" is followed by any other letter or sound.

get	age
gum	huge
log	cage
bag	edge

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	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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