

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 /th/ sound is when your voice is on, and you can feel the vibration in your throat and teeth. Soft /th/ sound is when your voice is off, and air comes through your teeth.

telepathic

theater

therapeutic

smothering

thesaurus

thermometer

theoretical

mythology

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