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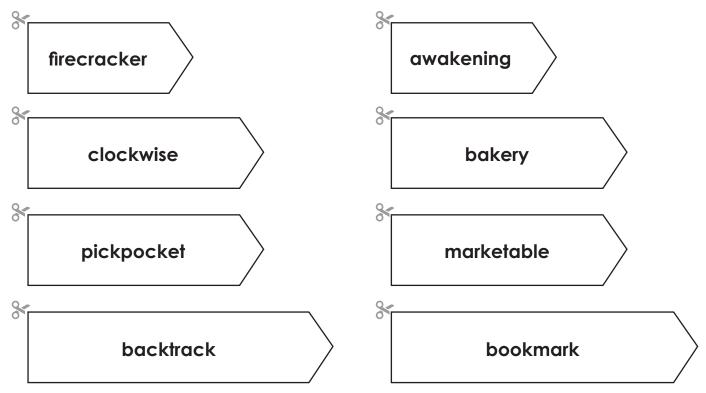
    Step 3: Continue taking turns until an entire ship has been hit. When all the squares of a ship are hit, reply with "sunk."
- The player whose ship was sunk will read the word on that ship to the other player.

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

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LEVEL 3
When you hear a /k/ sound after short vowel words use –ck.
When you hear a /k/ sound after a long vowel or consonant use -k.

firecracker	awakening
clockwise	bakery
pickpocket	marketable
backtrack	bookmark

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								
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6								
7								
8								

SiNK THE SHiP

	A	B	C	D	E	F	G	H
1								
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	A	B	C	D	E	F	G	H
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