

GAME: " BATTLESHIP ... FOR SAFETY"**GRID**

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

"SHIPS "

T	R	A	F	F	I	C
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H	E	L	M	E	T
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T	O	O	L	S
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F	I	R	E
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RULES (for teachers)

- ✚ The game is played on four grids, two for each player. The grids are typically square – usually 10×10 – and the individual squares in the grid are identified by letter and number.
- ✚ On one grid the player arranges ships and records the shots by the opponent. On the other grid the player records his/her own shots.
- ✚ Before play begins, each player secretly arranges their ships on their primary grid.
- ✚ Each ship occupies a number of consecutive squares on the grid, arranged either horizontally or vertically. The number of squares for each ship is determined by the type of the ship.
- ✚ The types and numbers of ships allowed are the same for each player.
- ✚ After the ships have been positioned, the game proceeds in a series of rounds.
- ✚ In each round, each player takes a turn to announce a target square in the opponent's grid which is to be shot at.
- ✚ The opponent announces whether or not the square is occupied by a ship, and if it is a "hit" they mark this on their own primary grid.
- ✚ The attacking player notes the hit or miss on their own "tracking" grid, in order to build up a picture of the opponent's fleet.
- ✚ When all of the squares of a ship have been hit, the ship is sunk, and the ship's owner announces this (e.g. "**You sank my battleship!**").
- ✚ If all of a player's ships have been sunk, the game is over and their opponent wins.