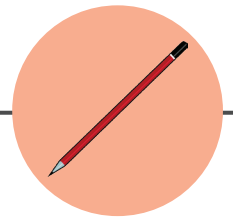
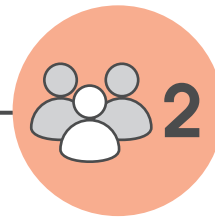


# Battleship

Years 5-6, 7+



## Purpose

To practise coordinates.

## Materials

- A Game Sheet (cut in half) and
- a pen(cil).



## Organisation

A game for two players.

## Aim

The aim is to be the first player to sink your opponent's ships.

## Fleet

- 1 battleship, 5 dots in a row,
- 1 cruiser 3 dots in a row,
- 2 destroyers 2 dots in a row each.

## Rules

- Place your fleet. Do not let your opponent see it.
- Players take turns to name any position they wish to hit. Use co-ordinates to call your shots.
- If you hit your opponent's ship he/she must say "HIT", otherwise he/she says "MISS"
- Use your other grid to keep track of your shots.
- A ship sinks only when all dots are hit.

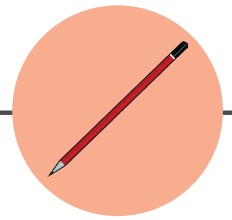
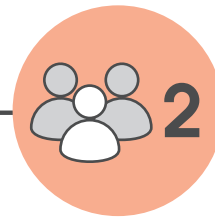
## Extension

- (Year 7) Change the grid to four quadrants (Game Sheet 2).



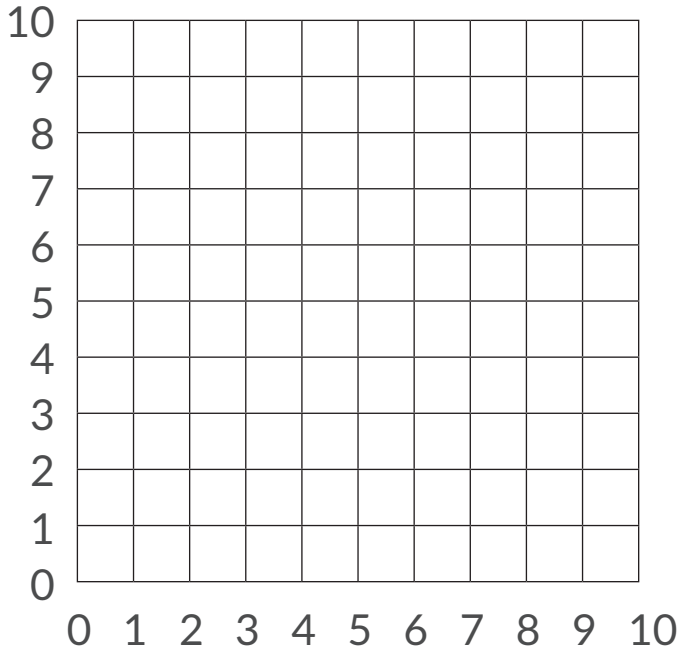
# Battleship (Game Sheet 1)

Years 5-6

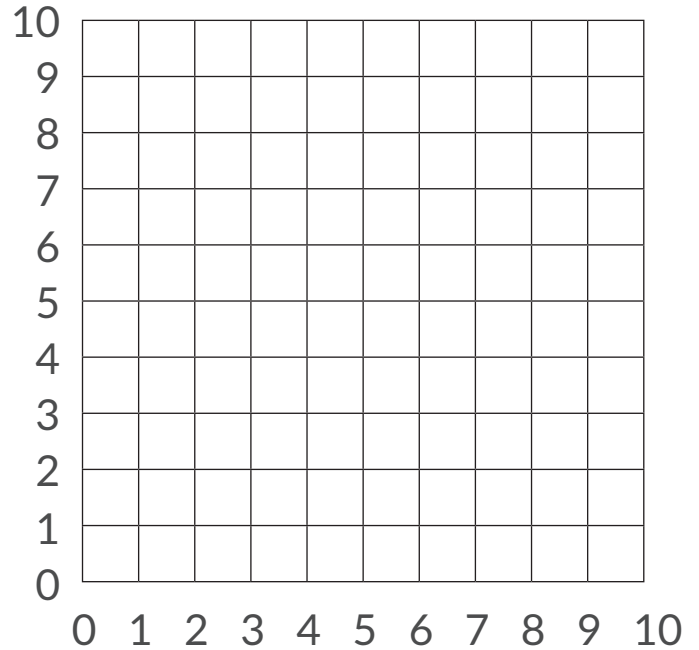


Player 1 \_\_\_\_\_

My Fleet Locations

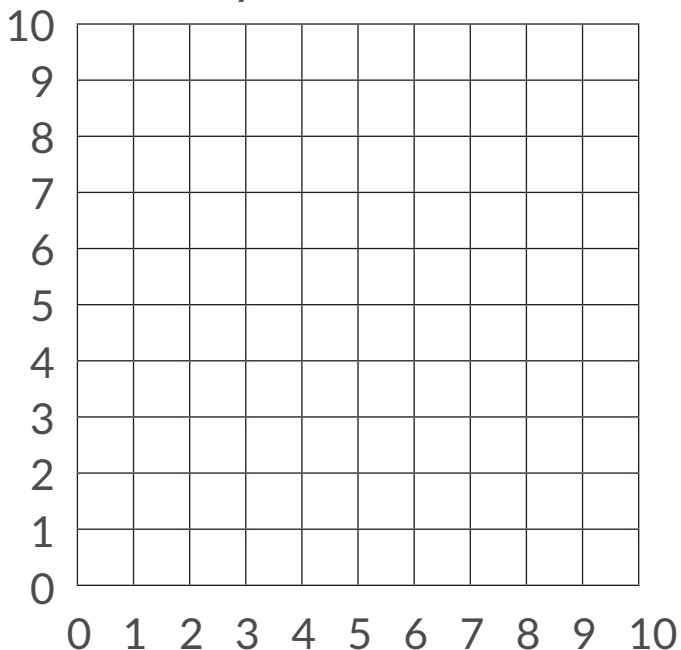


Shots at Opponent's Fleet

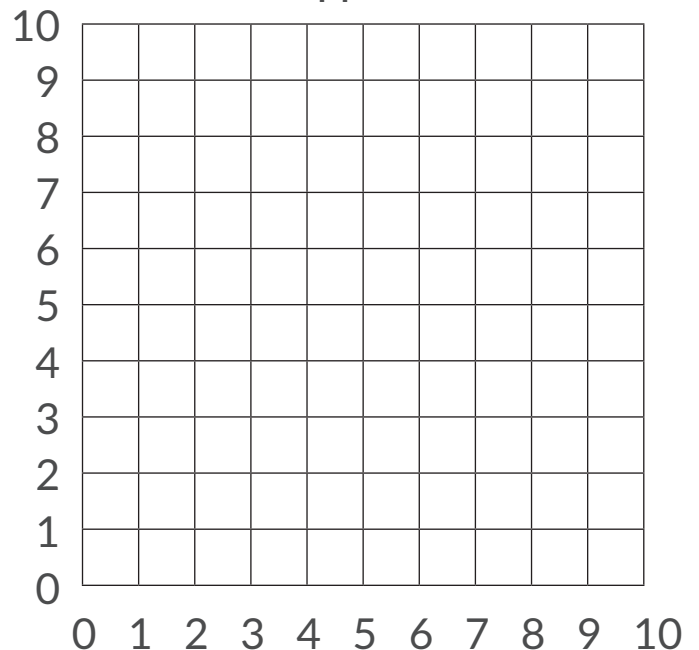


Player 2 \_\_\_\_\_

My Fleet Locations

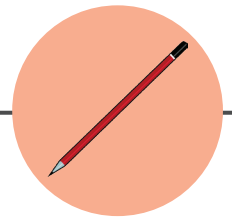
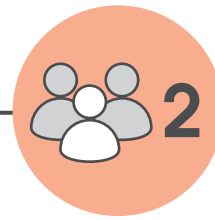


Shots at Opponent's Fleet



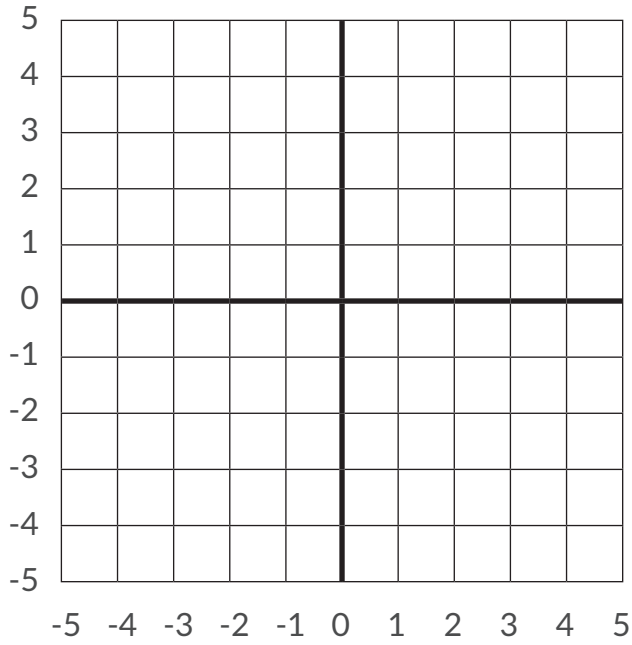
# Battleship (Game Sheet 2)

Years 7+

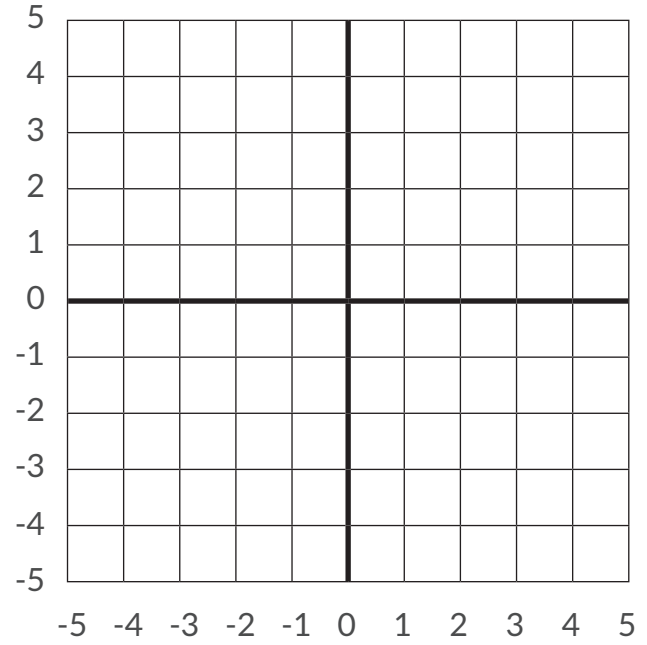


Player 1 \_\_\_\_\_

My Fleet Locations

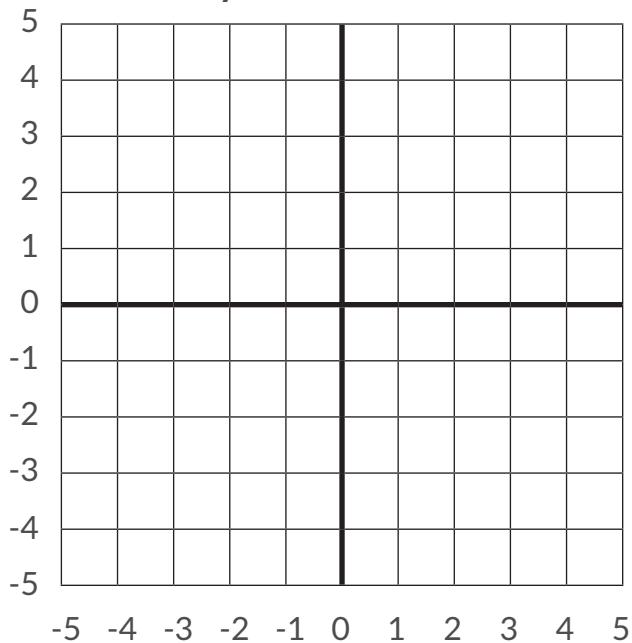


Shots at Opponent's Fleet

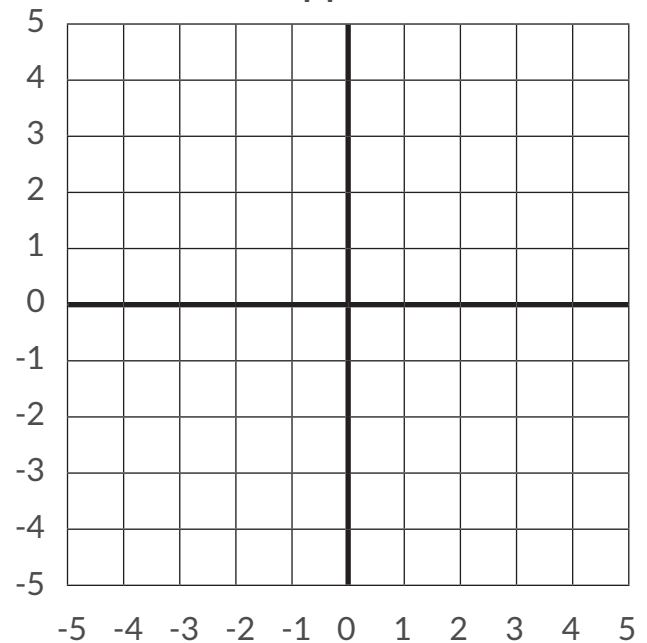


Player 2 \_\_\_\_\_

My Fleet Locations

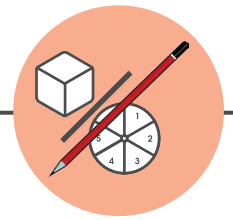
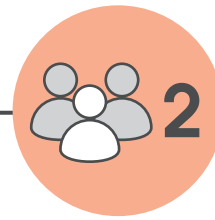


Shots at Opponent's Fleet



# Ship Shape

Years 5-6, 7+



## Purpose

To practise coordinates.

## Materials

- A Game Sheet (cut in half) and
- a pen(cil).

## Organisation

A game for two players.

## Aim

The aim is to be the first player to sink your opponent's ships.

## Fleet

- 1. square
- 2. any quadrilateral other than a square
- 3. triangle

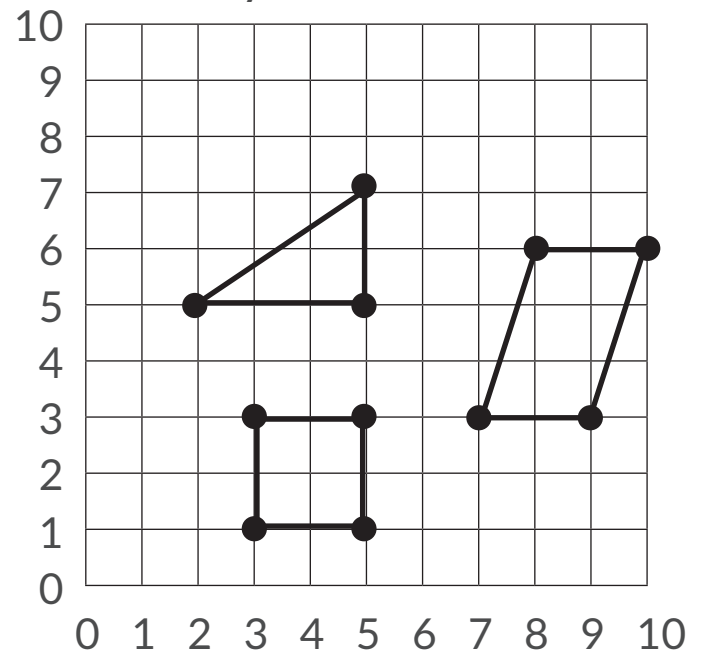
## Rules

- This game is played along the same lines as Battleships, except that instead of placing battleships (lines) on your grid, you draw shapes.
- Mark the vertices (corners) of these shapes on your grid.
- You and your opponent take turns calling the co-ordinates of a point.
- If your opponent calls the co-ordinates of a point you have marked, you must cross this out and tell him/her what they hit.
- The first player to find all of their opponent's marked points is winner.

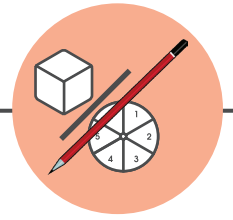
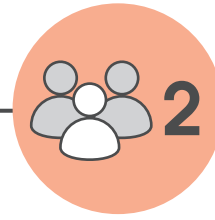
## Example

- Player a calls (3, 1) and this hits the corner of a square. Player B must say "hit square". All four vertices of the square need to be hit to eliminate this shape from the game. The winner is the first player to locate all of the shapes.

My Fleet Locations

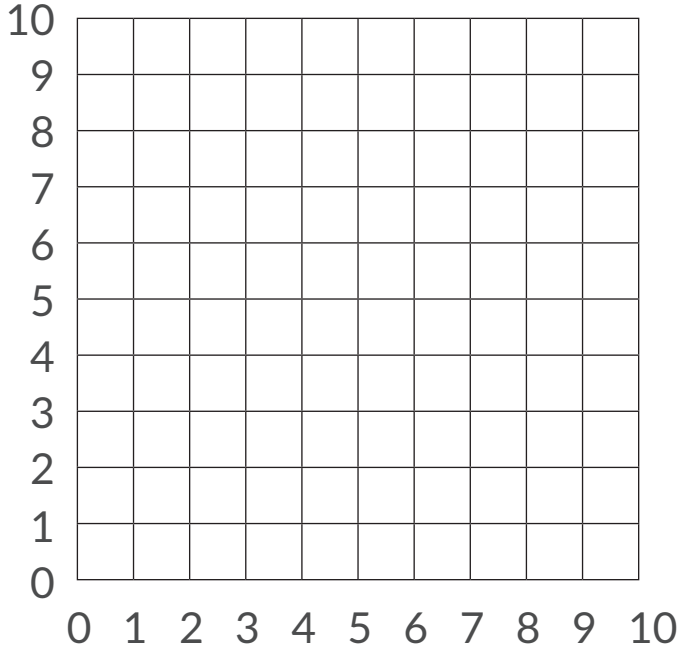


# Ship Shape (Game Sheet 1)

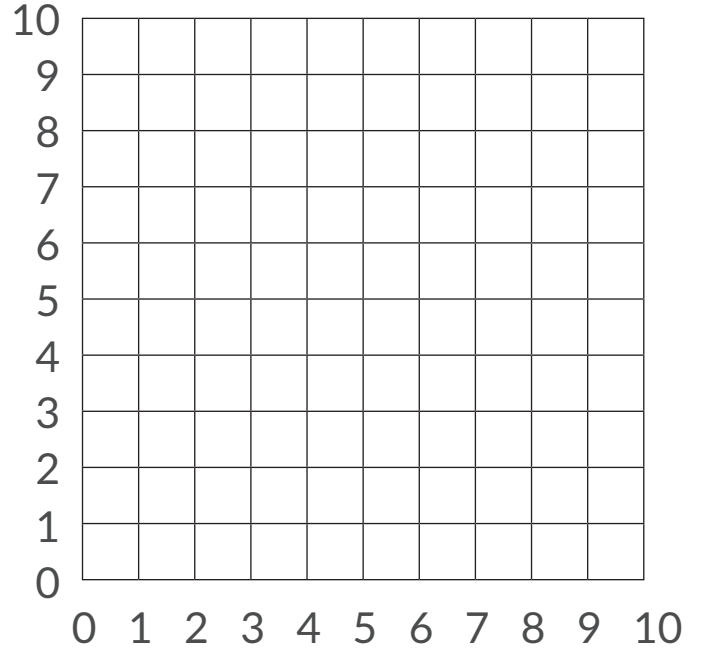


Player 1 \_\_\_\_\_

My Fleet Locations

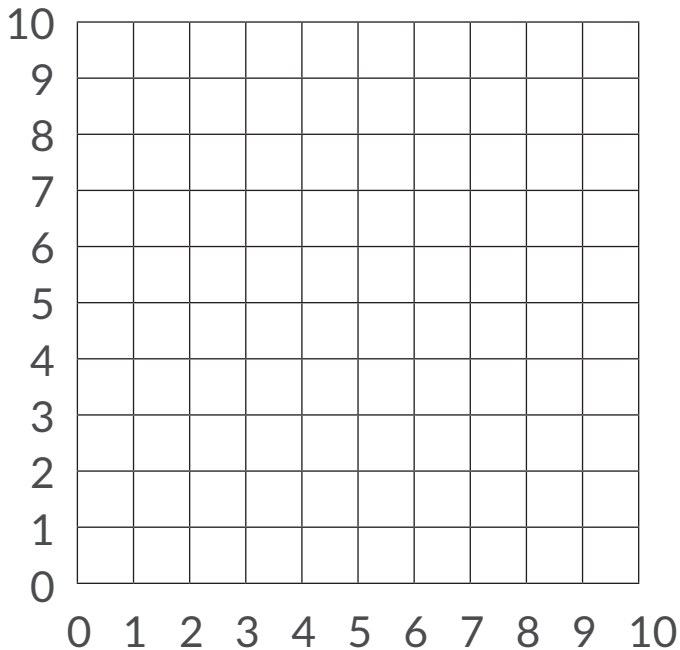


Shots at Opponent's Fleet

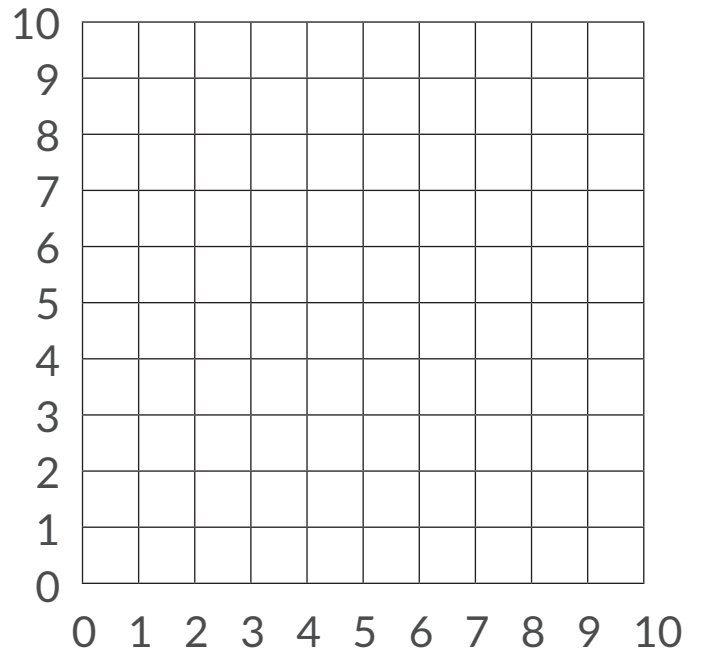


Player 2 \_\_\_\_\_

My Fleet Locations

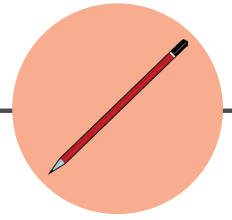
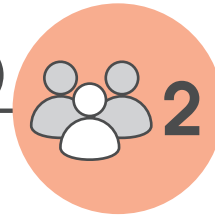


Shots at Opponent's Fleet



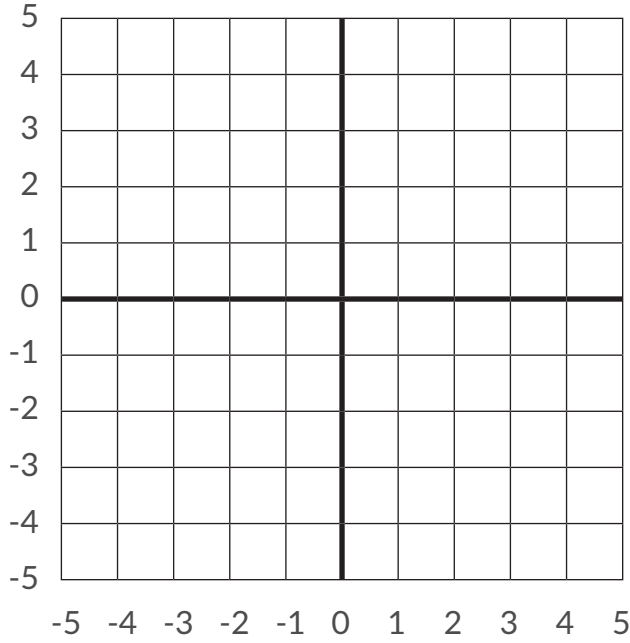
# Ship Shape (Game Sheet 2)

Years 7+

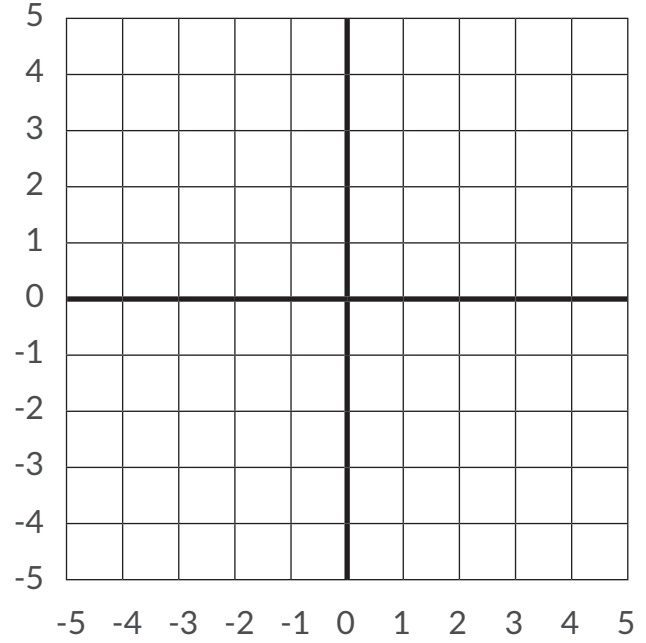


Player 1 \_\_\_\_\_

My Fleet Locations

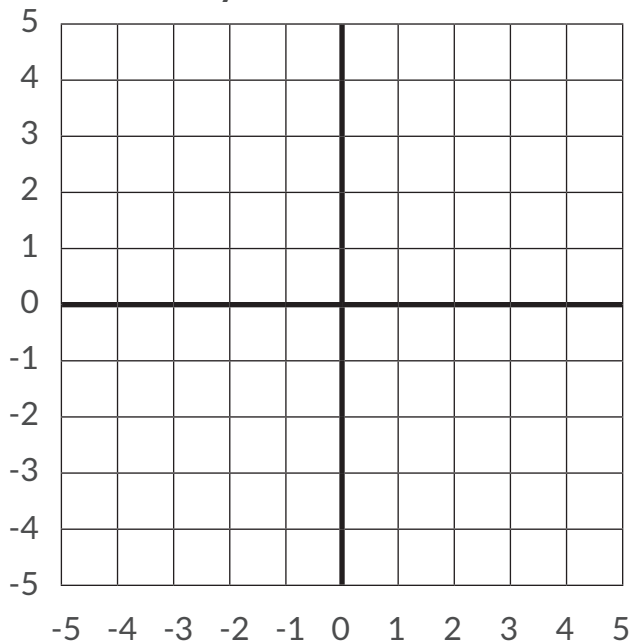


Shots at Opponent's Fleet

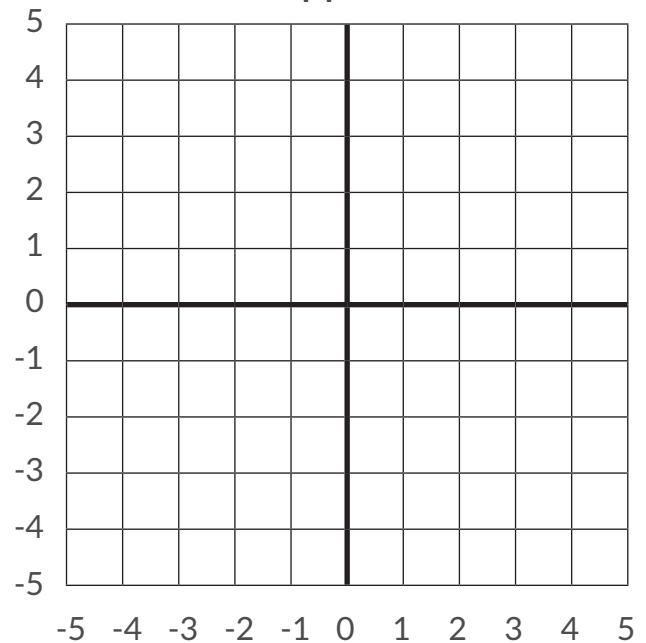


Player 2 \_\_\_\_\_

My Fleet Locations

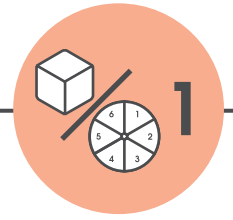
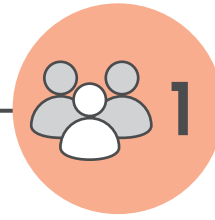


Shots at Opponent's Fleet



# Counter Clues

Years 5-6, 7+



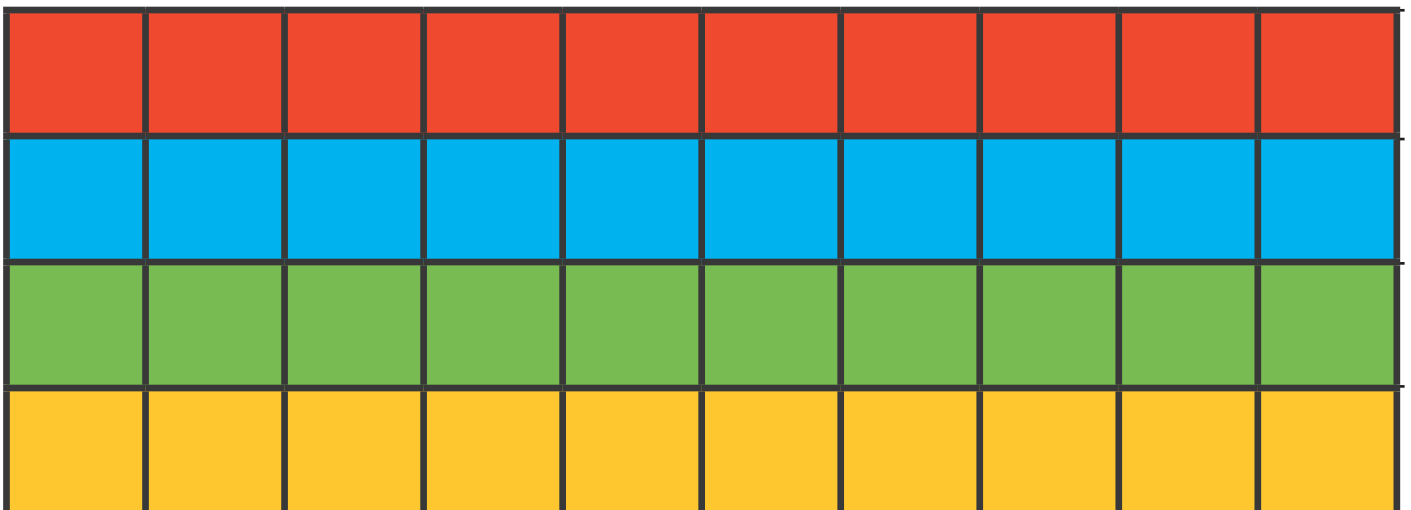
Requires counters or cut out the squares below

- 1 There are 20 counters altogether.  
More than half the counters are green.  
There are the same number of blue counters as red counters.

- 2 There are 25 counters in total.  
At least half the counters are blue.  
There are twice as many blue counters as red counters.  
There are the same number of yellow counters as green counters.

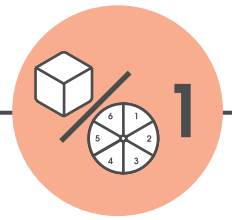
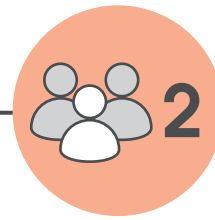
- 3 There are two blue counters.  
There are three more red counters than green counters.  
There are twice as many green counters as blue counters.

- 4 Half of the counters are yellow.  
One third of the remaining counters are blue.  
There are twice as many red counters as blue counters.



# Power Play

Years 7+



## Purpose

To calculate the powers of 10 to  $10^6$ . Adding numbers in the tens of millions.

## Materials

- 1 × **six-sided dice** or the **1-6 spinner**,
- Pencil and paper.

## Organisation

A game for two - four players.

## Aim

To be the first player to reach ten million.

## Rules

- Players take turns to roll the dice.
- The number rolled represents the power to which 10 is raised.
- For example if a three is rolled 10 is raised to the power 3 (cubed), that is  $10 \times 10 \times 10 = 1000$ .
- The first player to reach 10 000 000 is the winner.

