

BATTLESHIP

Your Ships

A																				
B																				
C																				
D																				
E																				
F																				
G																				
H																				
I																				
J																				
	1	2	3	4	5	6	7	8	9	10										

Opponent Ships

A																				
B																				
C																				
D																				
E																				
F																				
G																				
H																				
I																				
J																				
	1	2	3	4	5	6	7	8	9	10										

MyActivityMaker.com Battleship game directions:

- 1) Each player gets a copy of the MyActivityMaker.com Battleship game sheet.
- 2) Each player places their ships in a horizontal or vertical direction (no diagonals) using the letter codes below for each ship type.
 - Aircraft Carrier – AAAAA
 - Battleship – BBBB
 - Cruiser – CCC
 - Submarine – SSS
 - Destroyer – DD
- 3) The player then take turns calling out letter and number combinations (like B5). The other player then says either hit if they have part of their boat in that spot or miss if there is no boat in that location. The player should keep track of their hits and misses using the 'Opponent Ships' grid provided. You can use X for a hit and O for a miss (or H for a hit or M for a miss). Once you have "Hit" all of the spaces for one of your opponents' ships they must report that you have sunk their ship (for example – you sunk my battleship!)
- 4) The first player to sink all of their opponents ships wins.