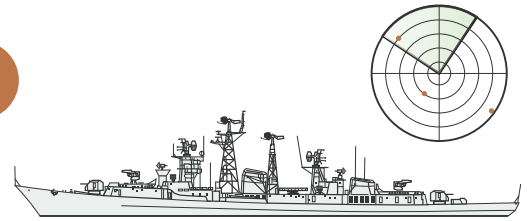


Sink the Ship

Coordinate Plane Activity



In this coordinate plane activity, you and your opponent will add ships to your coordinate planes and try to sink each other's ships by guessing the correct ordered pairs!

OBJECT OF THE GAME:	MATERIALS:
Be the first to sink all five of your opponent's ships.	<ul style="list-style-type: none"> • Two coordinate planes for each player, found on page 2 • Pencil and marker, pen, or colored pencil

PREPARE TO PLAY:

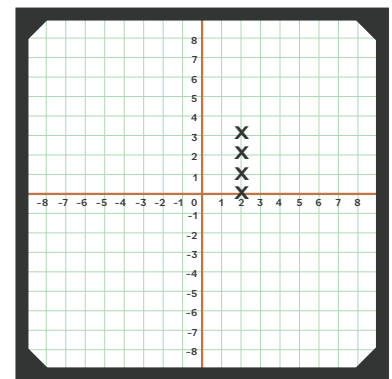
Sit facing your opponent so you can't see each other's coordinate planes. On the coordinate plane labeled "Your Board," place your ships by marking them with Xs. Your ships can go in any **vertical** or **horizontal** position, and they should not overlap.

Your ships should include:

- a 2-point ship
- a 3-point ship
- a 4-point ship
- a 5-point ship
- a 6-point ship



The example shown here is a 4-point ship.



Once the game begins, the ships must stay where you place them.

How to Play: *The youngest player goes first. You and your opponent will take turns guessing locations as ordered pairs. Each player gets one guess at a time.*

HIT OR MISS

When you guess an ordered pair, your opponent tells you whether it's a hit—one of their ships is at that location—or a miss—none of their ships are at that location. If it's a hit, your opponent tells you which ship you hit.

EXAMPLE:

- Player 1: (2, 3)
- Player 2: Hit. 4-point ship.

MARK YOUR BOARDS

Mark each of your hits and misses on the coordinate plane labeled "Opponent's Board." If your guess is a hit, mark the ordered pair with an **X**. If your guess is a miss, mark the ordered pair with an **O**.

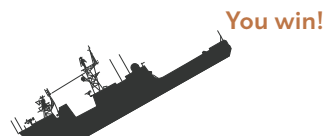
When your opponent guesses, mark their guesses on your board. If their guess is a hit, use your marker, pen, or colored pencil to mark the ordered pair with a dot. If their guess is a miss, you don't need to mark anything.

SINKING A SHIP

When all of the ordered pairs for a ship on your board have a dot, tell your opponent that they sunk one of your ships.

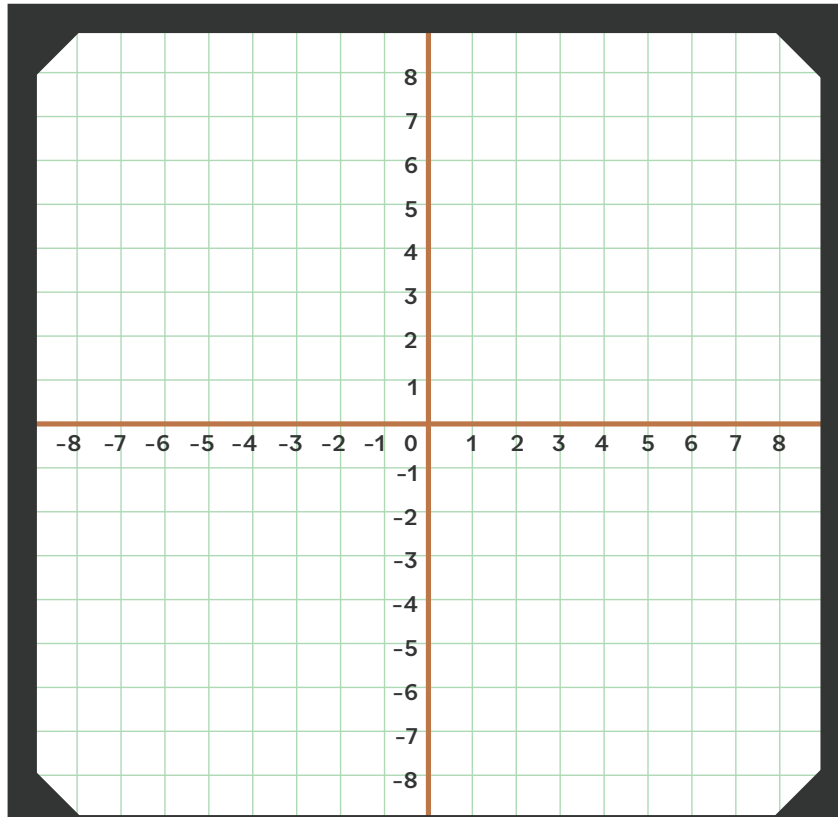
HOW TO WIN

The player who sinks all five of their opponent's ships wins!



Sink the Ship: Coordinate Plane Activity

Your Board:



Opponent's Board:

