

Coordinate Graphing Battleship



STEM • OUR OCEAN

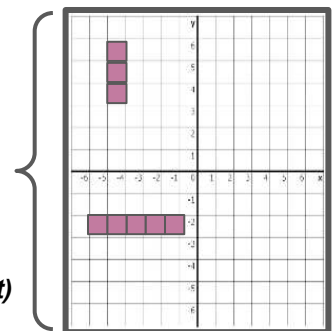
Ahoy Mateys! Math has never been made more fun than when you are 'battling out at sea'! Take your brave fleet into the 'open battlefield' and practice your coordinate graphing skills while sinking your enemy's ships. May the best captain win!

Mission of the Game:

Be the first to sink your opponent's five ships by guessing the coordinates on the battlefield where you think they may be hidden!

How to Prepare for Battle:

1. Sit facing across from your opponent with your printed battleship charts hidden from each other (Page 2)
2. Using a pen, pencil, or marker, "place" your five ships on YOUR battlefield by coloring in the appropriate number of spaces
**Note: Your ships must be placed vertically (up and down) or horizontally (left to right) on your battlefield.*



Your Fleet:

Lookout Cruiser = 2 spaces

Submarine = 3 spaces

Battleship = 3 spaces

Destroyer = 4 spaces

Pirate ship = 5 spaces



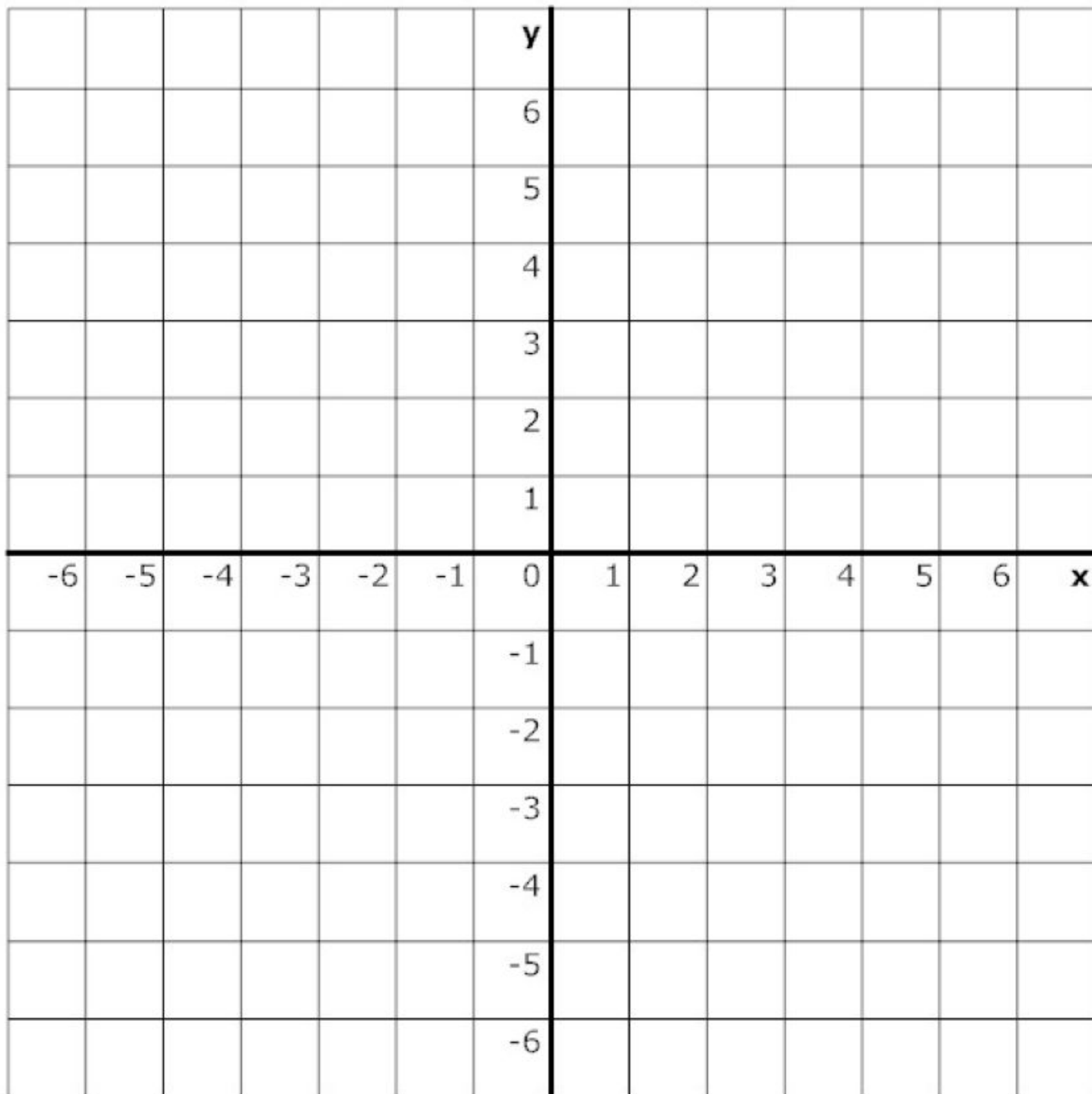
Attack:

1. Take turns "firing" (calling out) at each other's ships by guessing an *ordered pair* on the battlefield.
→ An ordered **pair** is a composition of the **x coordinate** and the **y coordinate**, having two values written in a fixed order within parentheses (x,y).
→ To find an ordered pair (opponent's ship), guess where the coordinates meet by guessing a number on the x-axis and a number on the y-axis
★ Remember to speak the ordered pair correctly! (x,y) The x number is right and left, the y number is up or down.
2. Mark a "hit" with an **X** and a "miss" with an **O** on your 'OPPONENT'S BATTLEFIELD' after each turn. (Optional: use different colors to mark "hits" and misses")
3. Have fun!



YOUR Battlefield

(KEEP HIDDEN)





OPPONENT'S Battlefield

