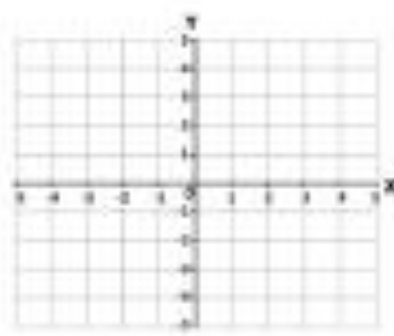
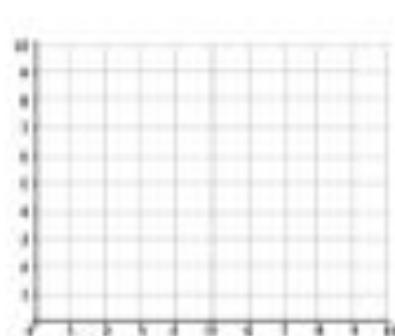


Coordinate Battleships



Maths Games suitable
for Key Stage 2

Dear fellow parents/carers,

This resource is a fun activity for your pupils' to play. Some knowledge in coordinates may be useful, but not necessary. It is suitable for all ks2 pupils' as they're differentiated to be suited for all pupils.

How does it work?

All you need to do is to simply print 2 copies of each sheet for the battles to take place between two fierce pirates.

How many players can play?

A self-contained game to be played in pairs (in two's).

How do I differentiate the game?

Take a look at the Key below. Print sheets depending on the ability symbol.

The following symbols mean:



= Miss Vincent and Mrs Kemp

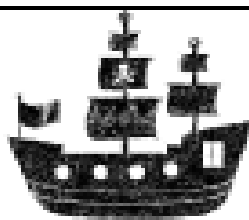


= Mrs Holliday

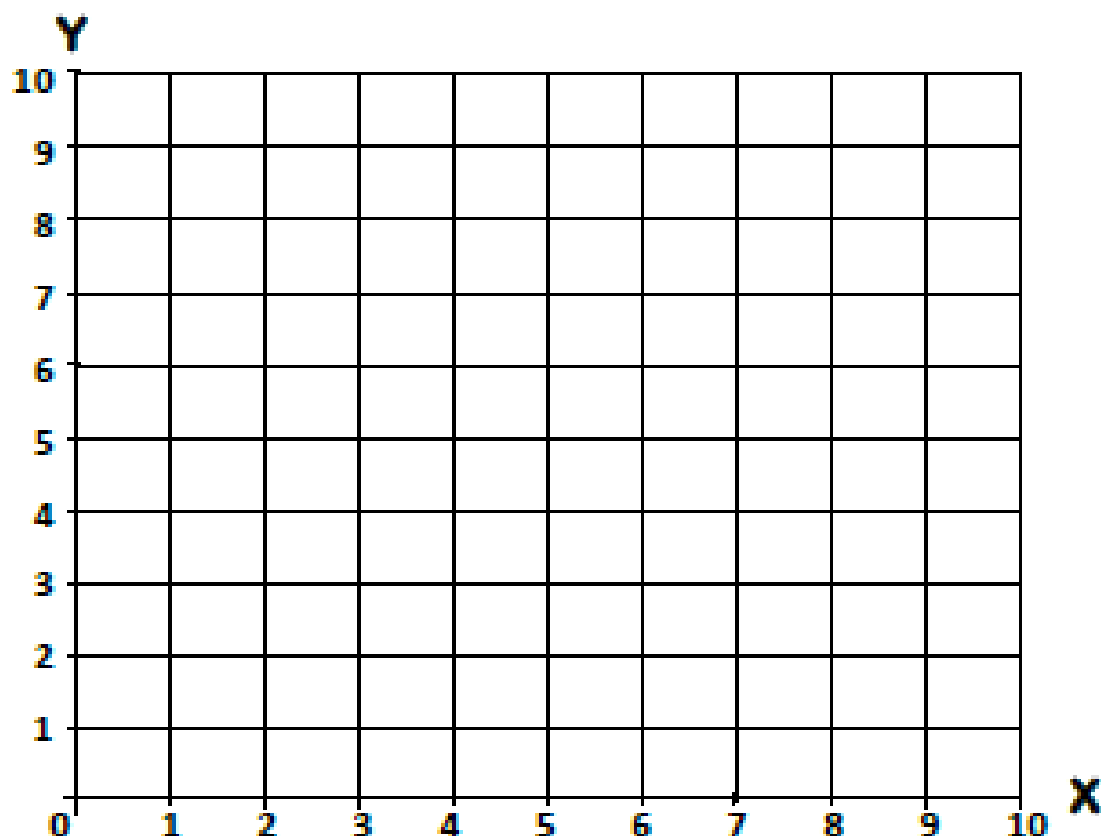


= Mr Milne

*



Battle Ships



ARRR! – The rules

Each player plots 5 small and 5 large battleships on the grid (See below for examples).

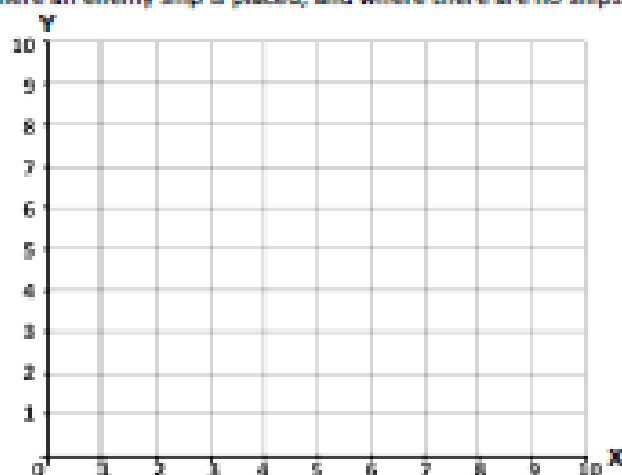
Take it in turns to ask co-ordinate points to try and find where your opponent has hidden their battleships. The other player must say if it is a "hit" or a "miss". This can be recorded on the enemy's map. The winner is the first person to destroy the other one's fleet. AHoy!

X-X-X Small Battleship

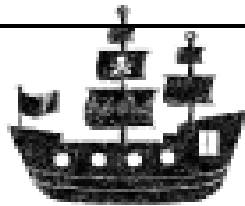
X-X-X-X Large Battleship

Enemy's Map

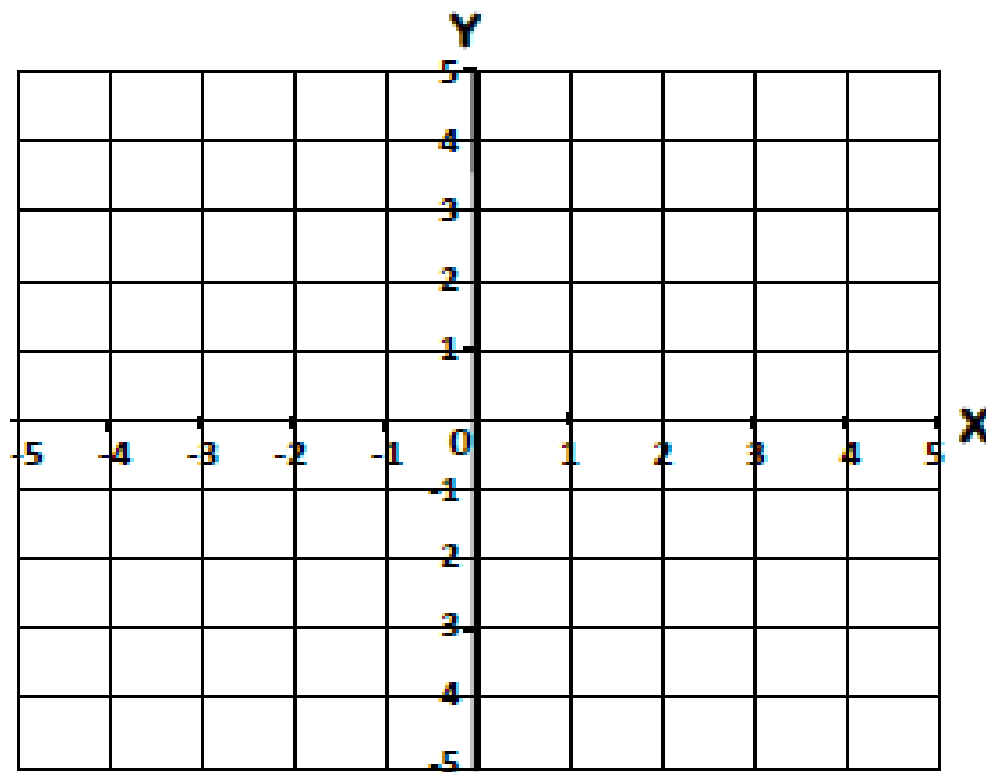
As you find out where their ships are placed, plot them on here. You could use a certain shape or colour to remind yourself of where an enemy ship is placed, and where there are no ships.



**



Battle Ships



ARRR! – The rules

Each player plots 2 ships, large or small, in each quadrant (See below for examples).

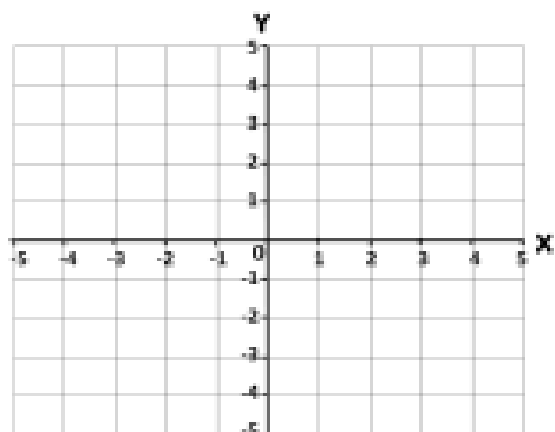
Take it in turns to ask co-ordinate points to try and find where your opponent has hidden their battleships. The other player must say if it is a "hit" or a "miss". This can be recorded on the enemy's map. The winner is the first person to destroy the other one's fleet. AHoy!

X-X-X Small Battleship

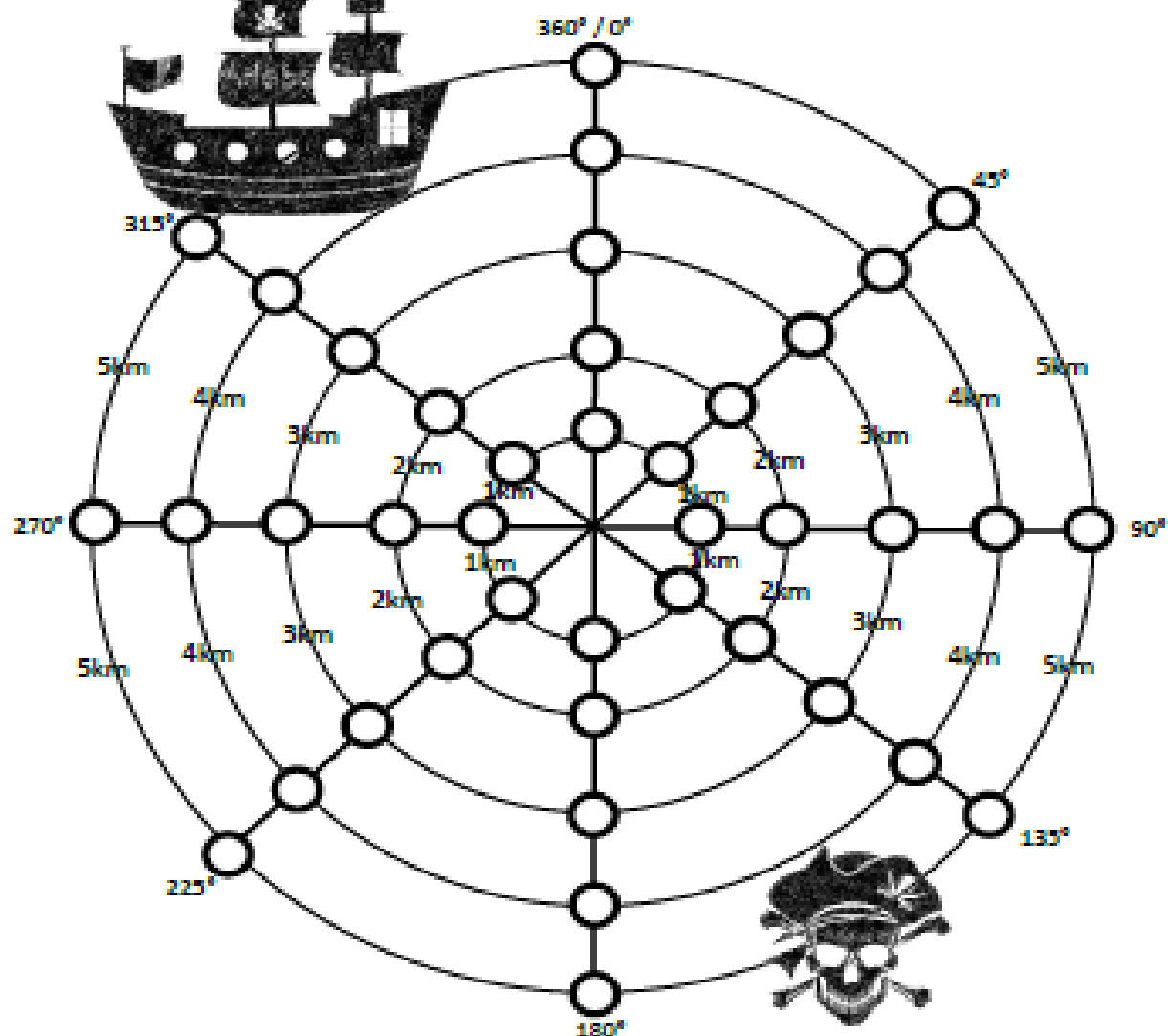
X-X-X-X Large Battleship

Enemy's Map

As you find out where their ships are placed, plot them on here. You could use a certain shape or colour to remind yourself of where an enemy ship is placed, and where there are no ships.



Battle Ships



ARRR! - The rules

Each player colours in 12 circles to represent their fleet of ships. Do not let anyone else see these! Take it in turns to call out the position and bearing of a shot.

The other player must say if it is a "hit" or a "miss". This can be recorded on the enemy status grid. The winner is the first person to destroy the other one's fleet. AHOY!

Enemy status Grid

