



GRAPHING BATTLESHIP

COMMON CORE
CCSS 5.G.A.1

GRAPHING BATTLESHIP DIRECTIONS

Learning Outcomes:

- The student will demonstrate an ability to graph ordered pairs.
- The student will demonstrate both visual and verbal recognition of ordered pairs.

Materials:

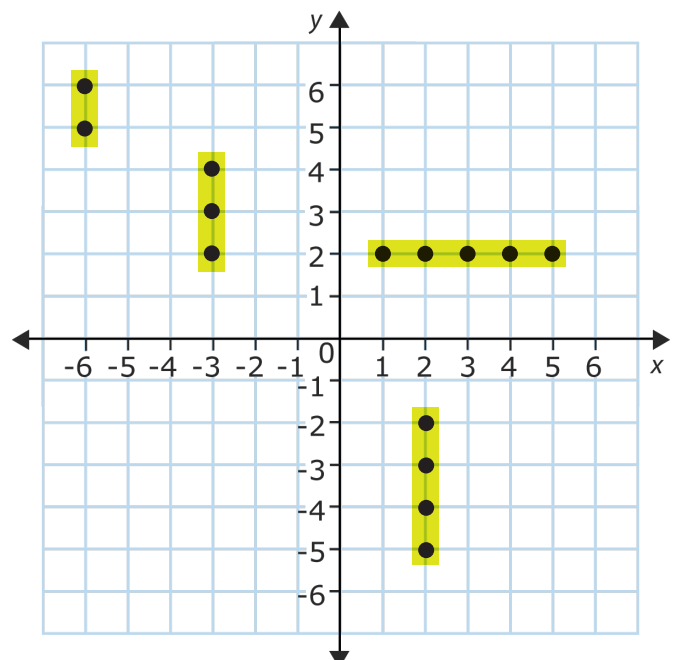
- Graphing Battleship Activity page (1 per student)
- Manilla file folders (1 per student)
- Battleship Instructions
- 2 colored pencils per student (to keep track of hits and misses)
- Pen and highlighter

Instructions for playing:

1. After setting the boards up, using a pen mark the locations of your ships on the coordinate plane on the bottom part of the folder and highlight them. Remember not to show the other student what your board looks like. Ships can be diagonal, vertical, or horizontal.
2. Decide who will go first (youngest student), begin guessing where the other student has placed their points. This is done by calling out a single ordered pair.
3. The opponent calls out “hit” or “miss.”
4. If a player gets a hit, they put an X on the coordinate that was specified on their top graph. The opponent puts an X on their bottom graph. If the student missed, they put a dot on the specified coordinate on their top graph. The opposing student does not do anything if a miss occurred. Use one colored pencil for hits and the other for misses.
5. If a player has hit the last dot on the ship, the opponent should call out “You sunk my ship!” The first player to sink all of the opponent's ships wins the game.

Questions for Students:

- Before the game: What are the parts of a coordinate plane? How are ordered pairs written and plotted?
- During the game: Are the ordered pairs being communicated properly and plotted properly by the opponents?
- After the game: What type of strategy did you use for plotting your points and sinking opponent's ships?



GRAPHING BATTLESHIP

- SHIPS:
1. Battleship (5 points)

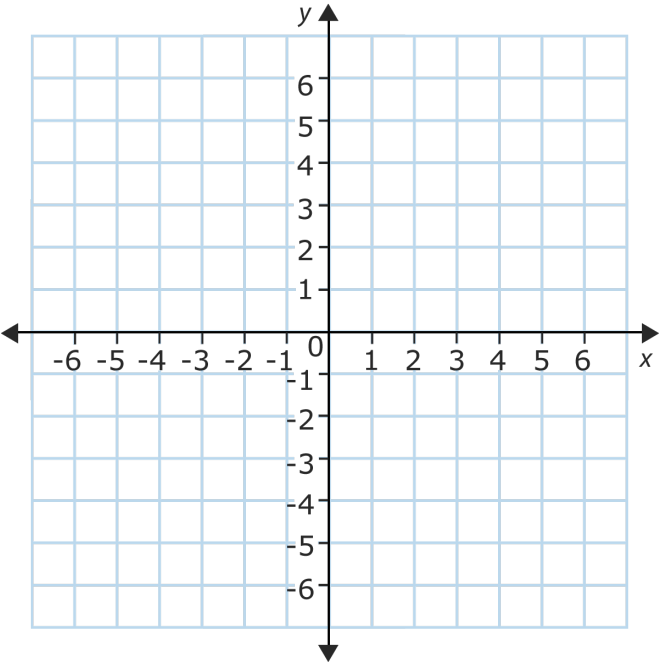
2. Destroyer (4 points)

3. Submarine (3 points)

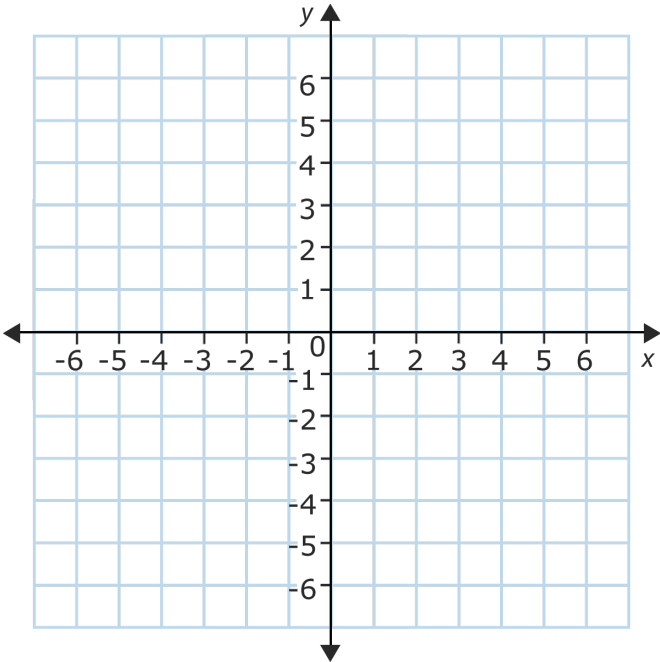
4. Patrol Boat (2 points)

GAME 1

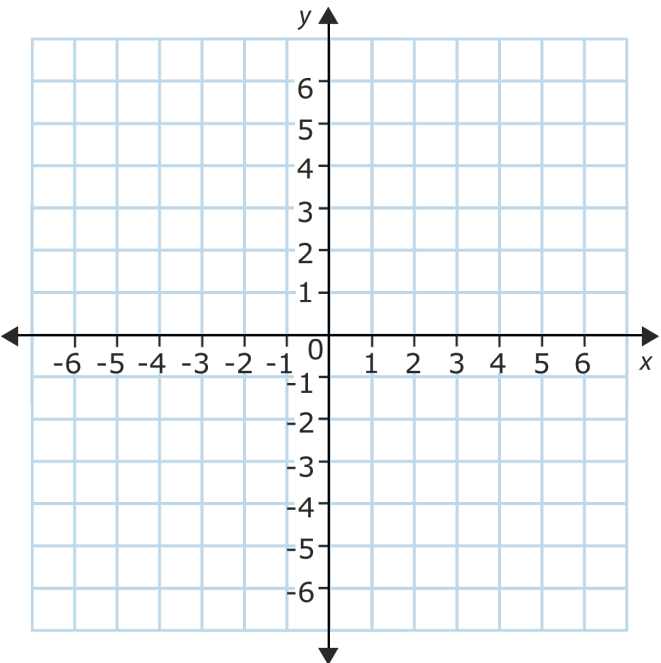
YOUR SHIPS AND YOUR OPPONENT'S SHOTS



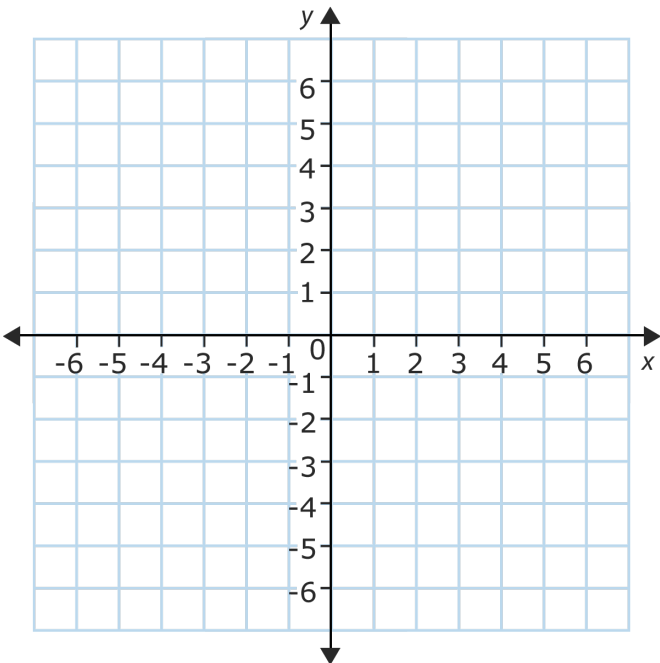
YOUR SHOTS



YOUR SHIPS AND YOUR OPPONENT'S SHOTS



YOUR SHOTS



GAME 2

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