

# Battleship Fun

Play your own home-made battleship game with a friend and practise naming quadrants at the same time.

- Make two playing boards like the one you see below.
- Each player positions 5 ships (1 covering 5 coordinates, 1 covering 7 coordinates, 2 covering 4 coordinates, and 1 covering 3 coordinates).
- DO NOT SHOW each other your positions.
- Take turns naming coordinates to try to locate the other player's ships.
- The first person to hit all the coordinates of all 5 of the partner's ships wins!

Here's an example of a 5-coordinate ship. If my partner calls out  $(-2, 6)$ , they've hit one fifth of my ship, but they still need to get all 5 to sink the ship.

