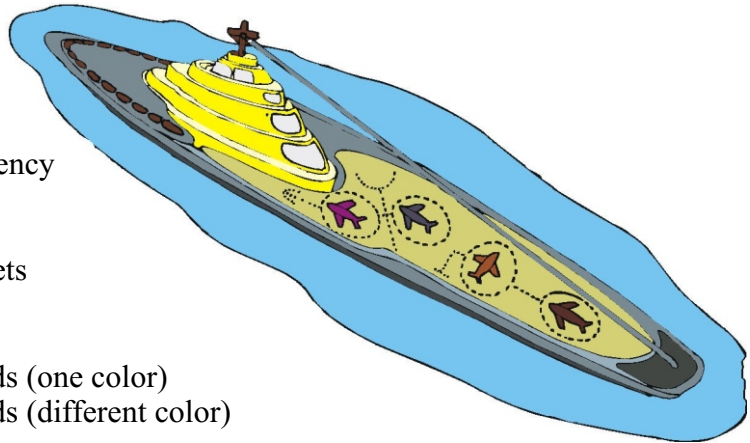


SHIP SHAPE BATTLE



Materials

1 *Ship Shape Battle* questions transparency

For each group of four students:

2 *Ship Shape Battle* game boards

2 *Ship Shape Battle* radar tracker sheets

34 red game tokens to designate hits

30 game tokens to designate misses

1 set of team 1 *Ship Shape Battle* cards (one color)

1 set of team 2 *Ship Shape Battle* cards (different color)

Number of Players

4

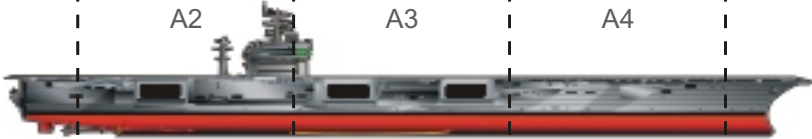



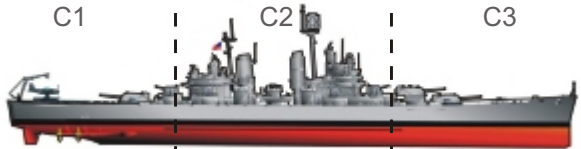
Directions

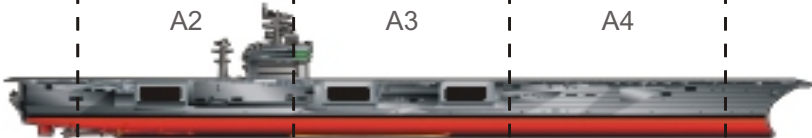




1. Divide the students into groups of four, consisting of two teams.
2. Each team designates a captain and a navigator.
3. Display the *Ship Shape Battle* questions on the overhead.
4. Team 1 is the team with the shortest student.
5. A divider, such as a folder, should be set up between the teams so that a team's game board is not visible to the other team.
6. Both teams position their *Ship Shape Battle* cards anywhere on the game board. Cards must be placed such that one card fits on one square and the cards for each ship are placed together to form the entire ship. Ships may be placed vertically or horizontally. Ship pieces are numbered to ease placement. The aircraft carrier consists of five pieces (A1 - A5), the battleship four (B1 - B4), the destroyer three (D1 - D3), the cruiser three (C1 - C3), and the submarine two (S1 - S2).
7. Team 1 selects a square where they think one of Team 2's ships might be, and Team 1's captain calls out the coordinates for that square. Example, "E3"
8. The navigator on Team 2 checks to see if a ship occupies that square on their board. If the square is empty, the navigator says "miss". If a ship piece occupies that square, the navigator says "hit" and says the number found on the back of that ship piece. Team 1's captain answers the question from the overhead that corresponds to that number. If Team 1's answer is correct (matches the answer on the card piece), then Team 1 gets that piece, otherwise the card is put aside and taken out of play.
9. Team 1's navigator should place a token on the *Radar Tracker* sheet to keep track of their hits and misses. Use red tokens for hits and a different color for misses.
10. Teams take turns in this manner until one team no longer has any ship pieces on their board.
11. Players then tally their score by counting how many cards they won and adding two points for each ship they sunk. A ship is considered sunk if a player has all of the pieces for that ship.
12. The team with the most points wins.
13. The captain and navigator may talk freely to each other during the game.

SHIP SHAPE BATTLE CARDS

Team 1 Card Fronts - 2 Sets

(Copy this sheet along with card backs before cutting out along lines.)

A1	A2	A3	A4	A5														
																		
A	I	R	C	R	A	F	T	C	A	R	R	I	E	R				
B1	B2	B3	B4	S1	S2													
																		
B	A	T	T	L	E	S	H	I	P	S	U	B	M	A	R	I	N	E
D1	D2	D3	C1	C2	C3													
																		
D	E	S	T	R	O	Y	E	R	C	R	U	I	S	E	R			

A1	A2	A3	A4	A5														
																		
A	I	R	C	R	A	F	T	C	A	R	R	I	E	R				
B1	B2	B3	B4	S1	S2													
																		
B	A	T	T	L	E	S	H	I	P	S	U	B	M	A	R	I	N	E
D1	D2	D3	C1	C2	C3													
																		
D	E	S	T	R	O	Y	E	R	C	R	U	I	S	E	R			

Images from www.military-graphics.com

SHIP SHAPE BATTLE CARDS

Team 1 Card Backs - 2 Sets

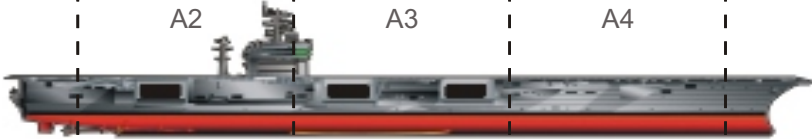



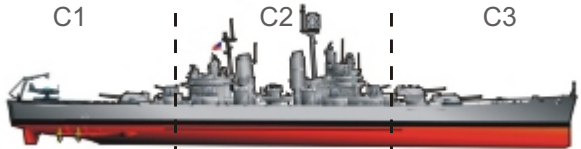
	1 Cube	2 Congruent Figures	3 Hexagon	4 Line	5 Face
6 Octagon	7 Right Angle	8 Rhombus	9 Obtuse Angle	10 Solid Figure	11 Pyramid
12 Quadri- lateral	13 Circle	14 Angle	15 Trapezoid	16 Intersecting Lines	17 Cone

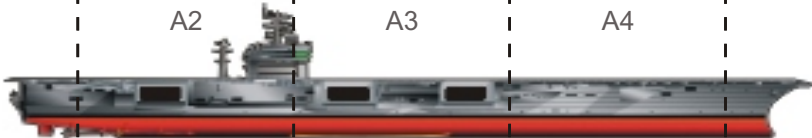




	1 Cube	2 Congruent Figures	3 Hexagon	4 Line	5 Face
6 Octagon	7 Right Angle	8 Rhombus	9 Obtuse Angle	10 Solid Figure	11 Pyramid
12 Quadri- lateral	13 Circle	14 Angle	15 Trapezoid	16 Intersecting Lines	17 Cone

SHIP SHAPE BATTLE CARDS

Team 2 Card Fronts - 2 Sets

(Copy this sheet along with card backs before cutting out along lines.)

A1	A2	A3	A4	A5														
																		
A	I	R	C	R	A	F	T	C	A	R	R	I	E	R				
B1	B2	B3	B4	S1	S2													
																		
B	A	T	T	L	E	S	H	I	P	S	U	B	M	A	R	I	N	E
D1	D2	D3	C1	C2	C3													
																		
D	E	S	T	R	O	Y	E	R	C	R	U	I	S	E	R			

A1	A2	A3	A4	A5														
																		
A	I	R	C	R	A	F	T	C	A	R	R	I	E	R				
B1	B2	B3	B4	S1	S2													
																		
B	A	T	T	L	E	S	H	I	P	S	U	B	M	A	R	I	N	E
D1	D2	D3	C1	C2	C3													
																		
D	E	S	T	R	O	Y	E	R	C	R	U	I	S	E	R			

Images from www.military-graphics.com

SHIP SHAPE BATTLE CARDS

Team 2 Card Backs - 2 Sets

	18 Rectangular Prism	19 Cylinder	20 Vertex	21 Edge	22 Pentagon
23 Symmetry	24 Rectangle	25 Acute Angle	26 Square	27 Point	28 Parallel- ogram
29 Sphere	30 Polygon	31 Ray	32 Parallel Lines	33 Similar	34 Triangle
	18 Rectangular Prism	19 Cylinder	20 Vertex	21 Edge	22 Pentagon
23 Symmetry	24 Rectangle	25 Acute Angle	26 Square	27 Point	28 Parallel- ogram
29 Sphere	30 Polygon	31 Ray	32 Parallel Lines	33 Similar	34 Triangle

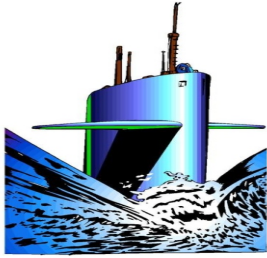


SHIP SHAPE BATTLE QUESTIONS



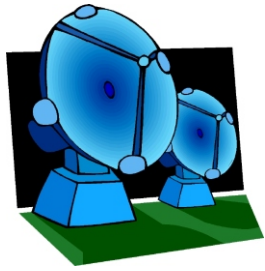
1. A solid figure with six congruent square faces.
2. Figures that have the same size and shape.
3. A polygon with six sides and six angles.
4. A straight path extending in both directions with no endpoints.
5. A flat surface of a solid figure.
6. A polygon with eight sides and eight angles.
7. An angle that measures 90° .
8. A parallelogram with four congruent sides.
9. An angle with a measure greater than 90° .
10. A figure that has length, width, and height.
11. A solid, pointed figure with a flat base that is a polygon.
12. A polygon with four sides.
13. A plane figure with all points an equal distance from a point called the center.
14. A figure formed by two rays that have a common endpoint.
15. A quadrilateral with one pair of parallel sides.
16. Lines that cross each other at exactly one point.
17. A solid figure with a circular base and one vertex.
18. A solid figure with six faces that are rectangles.
19. A solid figure with a curved surface and two circular bases.
20. A point where two or more sides of a geometric figure meet.
21. A line segment where two faces of a solid figure meet.
22. A polygon with five sides and five angles.
23. When one half of a figure looks like the mirror image of the other half.
24. A quadrilateral that has opposite sides that are equal and four right angles.
25. An angle with a measure less than 90° .
26. A quadrilateral with four equal sides and four right angles.
27. An exact location in space usually represented by a dot.
28. A quadrilateral whose opposite sides are parallel and congruent.
29. A solid figure with a curved face, no edges, vertices, or faces.
30. A closed plane figure with straight sides.
31. A part of a line that has one endpoint and extends endlessly in one direction.
32. Lines that never cross and are always the same distance apart.
33. Having the same shape but not necessarily the same size.
34. A polygon with three sides and three angles.

SHIP SHAPE BATTLE GAME BOARD



6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F

SHIP SHAPE BATTLE



RADAR TRACKER



6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F