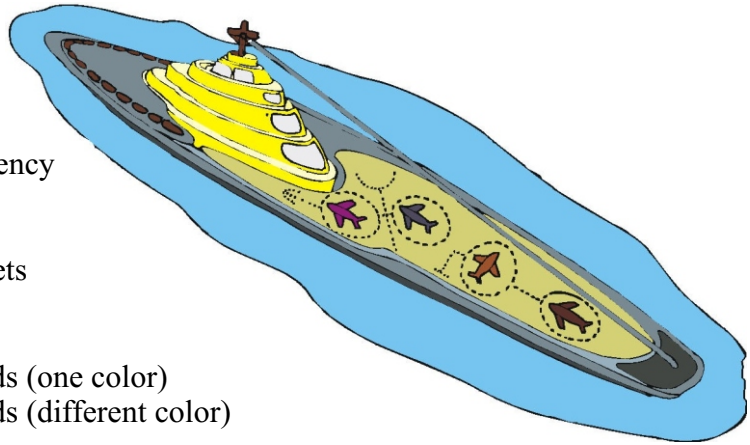


# SHIP SHAPE BATTLE



## 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

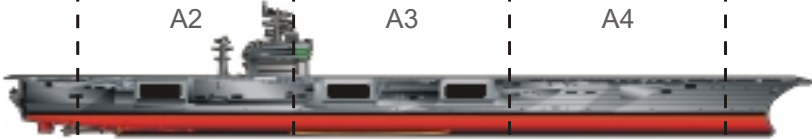



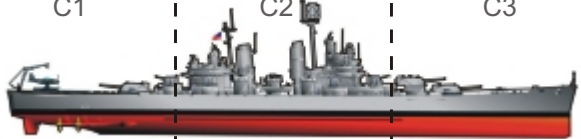
## Directions

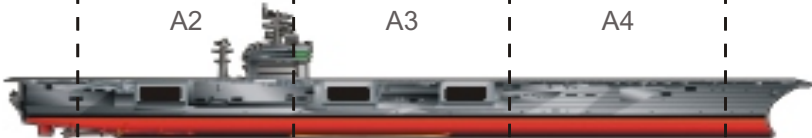




1. Divide the students into groups of four, consisting of two teams.
2. Each team designates a captain and a navigator.
3. Display the *Ship Shape Battle* questions on the overhead.
4. Team 1 is the team with the shortest student.
5. A divider, such as a folder, should be set up between the teams so that a team's game board is not visible to the other team.
6. Both teams position their *Ship Shape Battle* cards anywhere on their 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 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 game 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](http://www.military-graphics.com)

# SHIP SHAPE BATTLE CARDS

## Team 1 Card Backs - 2 Sets

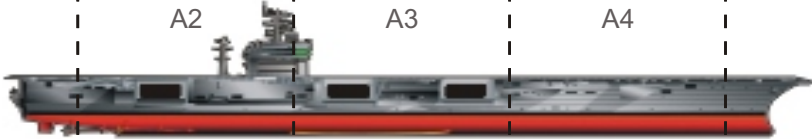



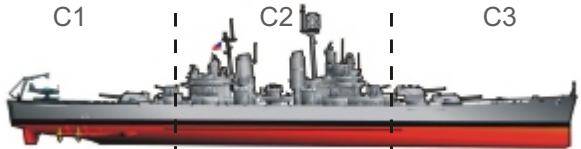
	<b>1</b> Cube	<b>2</b> Congruent Figures	<b>3</b> Hexagon	<b>4</b> Line	<b>5</b> Face
<b>6</b> Octagon	<b>7</b> Right Angle	<b>8</b> Rotation	<b>9</b> Obtuse Angle	<b>10</b> Solid Figure	<b>11</b> Pyramid
<b>12</b> Quadri- lateral	<b>13</b> Radius	<b>14</b> Diameter	<b>15</b> Trapezoid	<b>16</b> Intersecting Lines	<b>17</b> Circum- ference

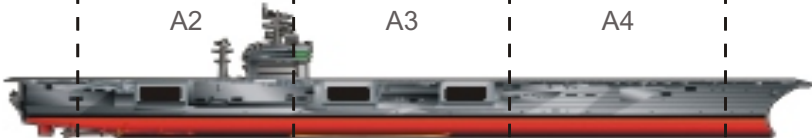




	<b>1</b> Cube	<b>2</b> Congruent Figures	<b>3</b> Hexagon	<b>4</b> Line	<b>5</b> Face
<b>6</b> Octagon	<b>7</b> Right Angle	<b>8</b> Rotation	<b>9</b> Obtuse Angle	<b>10</b> Solid Figure	<b>11</b> Pyramid
<b>12</b> Quadri- lateral	<b>13</b> Radius	<b>14</b> Diameter	<b>15</b> Trapezoid	<b>16</b> Intersecting Lines	<b>17</b> Circum- ference

# 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](http://www.military-graphics.com)

# SHIP SHAPE BATTLE CARDS

## Team 2 Card Backs - 2 Sets

	<b>18</b> <b>Rectangular Prism</b>	<b>19</b> <b>Isosceles Triangle</b>	<b>20</b> <b>Vertex</b>	<b>21</b> <b>Edge</b>	<b>22</b> <b>Pentagon</b>
<b>23</b> <b>Symmetry</b>	<b>24</b> <b>Perpen- dicular Lines</b>	<b>25</b> <b>Acute Angle</b>	<b>26</b> <b>Square</b>	<b>27</b> <b>Point</b>	<b>28</b> <b>Parallel- ogram</b>
<b>29</b> <b>Sphere</b>	<b>30</b> <b>Polygon</b>	<b>31</b> <b>Ray</b>	<b>32</b> <b>Parallel Lines</b>	<b>33</b> <b>Similar</b>	<b>34</b> <b>Reflection</b>
	<b>18</b> <b>Rectangular Prism</b>	<b>19</b> <b>Isosceles Triangle</b>	<b>20</b> <b>Vertex</b>	<b>21</b> <b>Edge</b>	<b>22</b> <b>Pentagon</b>
<b>23</b> <b>Symmetry</b>	<b>24</b> <b>Perpen- dicular Lines</b>	<b>25</b> <b>Acute Angle</b>	<b>26</b> <b>Square</b>	<b>27</b> <b>Point</b>	<b>28</b> <b>Parallel- ogram</b>
<b>29</b> <b>Sphere</b>	<b>30</b> <b>Polygon</b>	<b>31</b> <b>Ray</b>	<b>32</b> <b>Parallel Lines</b>	<b>33</b> <b>Similar</b>	<b>34</b> <b>Reflection</b>

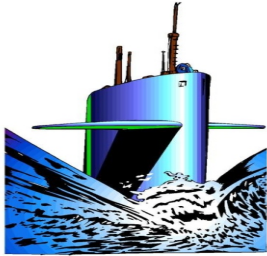


# SHIP SHAPE BATTLE QUESTIONS



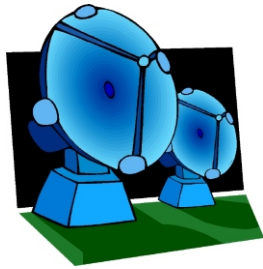
1. A solid figure with six congruent square faces.
2. Figures that have the same size and shape.
3. A polygon with six sides and six angles.
4. A straight path extending in both directions with no endpoints.
5. A flat surface of a solid figure.
6. A polygon with eight sides and eight angles.
7. An angle that measures  $90^\circ$ .
8. A movement of a figure by turning it around a fixed point.
9. An angle with a measure greater than  $90^\circ$ .
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 line segment with one endpoint at the center of a circle and the other endpoint on the circle.
14. A line segment that passes through the center of a circle and has its endpoints on the circle.
15. A quadrilateral with one pair of parallel sides.
16. Lines that cross each other at exactly one point.
17. The distance around a circle.
18. A solid figure with six faces that are rectangles.
19. A triangle with 2 congruent sides.
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. Two lines that intersect to form four right angles.
25. An angle with a measure less than  $90^\circ$ .
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 movement of a figure to a new position by flipping the figure over a line.

# 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