

# BATTLESHIP GAME

Using paper marked off in 1cm squares.

Draw 2 squares which are 11cm by 11cm, leaving a 1cm gap between each 11cm square. (Make sure you can fit them onto the page)

The **AREA** of each of the squares is .....

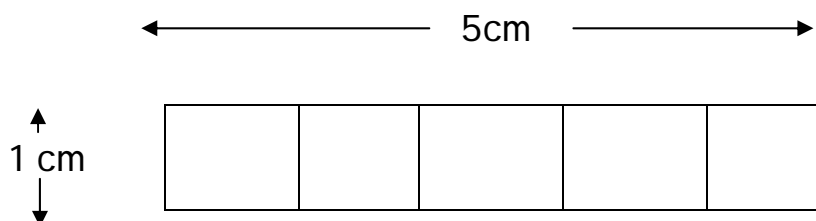
The **PERI METER** of each of the squares is .....

On the top row of the square leave the 1<sup>st</sup> square blank and put in the numbers 1 to 10 from left to right.

In the 1<sup>st</sup> column leave the 1<sup>st</sup> square blank and put in the letters **A** to **J** down the left hand side

Inside the blank **AREA** of the 11cm square draw the following 5 shapes

(a)

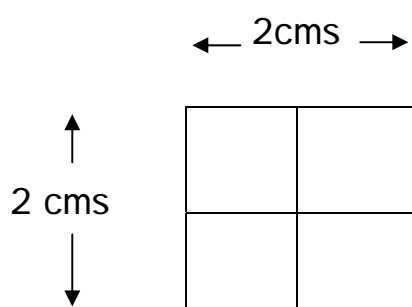


This shape can be drawn **VERTICALLY** or **HORIZONTALLY** but not **DIAGONALLY**

The **AREA** of this shape is .....

The **PERIMETER** of this shape is .....

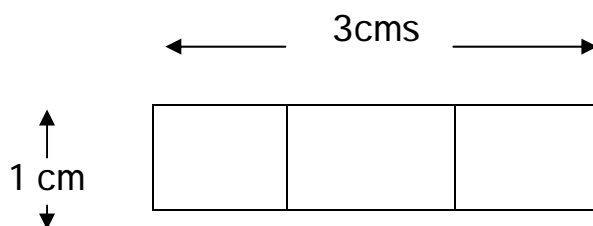
(b)



The **AREA** of this shape is .....

The **PERIMETER** of this shape is .....

(c)

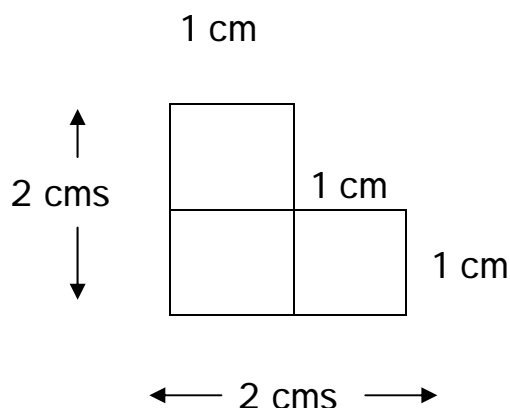


This shape can be drawn **VERTICALLY** or **HORIZONTALLY** but not **DIAGONALLY**

The **AREA** of this shape is .....

The **PERI METER** of this shape is .....

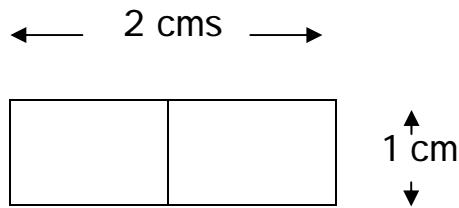
(d)



The **AREA** of this shape is .....

The **PERI METER** of this shape is .....

(e)



The **AREA** of this shape is.....

The **PERI METER** of this shape is .....

These shapes represent the marine vessels in the game of battleships

(a) is an AIRCRAFT CARRIER

(b) is a BATTLESHIP

(c) is a CRUISER

(d) is a SUBMARINE

(e) is a DESTROYER

Use the blank 11 cm square to mark off when you give a co-ordinate such as A3 to your opponent.

If you get a hit draw around the square and mark with an 'H' for Hit

If you do not get a hit, mark with an 'X', so that you do not repeat this co-ordinate.

If your opponent scores a hit against you, then mark your chart with an 'X'

You must tell your opponent when they have named all the squares for the vessel and you declare that it is now SUNK.