

HUNDRED CHART BATTLESHIP

Level	1 (Age group 6 – 7)
Resources Required	Paper 10x10 grid 1 shoe box or opaque divider as a separator Counters (flat stones, coins) to be “Battleships” Pencil
Alternate Options for the Resources	Adults are to make the grid from 1-100 by following the steps below: <ol style="list-style-type: none"> 1. Take a piece of paper the size of a book 2. Draw a 10x10 grid by drawing 10 boxes along the top from left to right and 10 boxes under the first set of 10 boxes. Repeat this until you have 10 sets of 10 boxes all aligned under each other 3. Make 2 of these grids. The boxes should have numbers from 1 to 100 as shown in the image provided.
Strand Covered	Numbers and Operations
Targeted Skills	Counting from 1-100 Addition and Subtraction of numbers up to 100
Inspired by	123 Homeschool for me
Time Required	10 minutes to prepare the 2 grids 15 minutes to play the game
Previous Learning Required	Numbers from 1-100
Support Required	Medium Support

Rules of the Game:

Goal	A player has to take 3 of their opponent’s battleships to win the game.
Rules	Once the player places their counters (battleships) on their grid, they are not allowed to move them to another number during the game Once a player calls out a number, they are not allowed to request for a different number to be called out until their next turn. Players cannot place a counter on a crossed-out number
Steps	Step 1: Make the 10x10 grid to look like the image in the images section below by following the instructions in the Alternate Options section of this document Step 2: Place a grid in front of each player and have the two players sitting opposite each other. Step 3: Place the shoe box or shoe box cover in between the two players’ grid to act as a separator. The players should not be able to see the opposing player’s grid

Step 4: Each player takes 10 counters each and forms battleships on their grid. Forming a battleship entails placing 3-4 counters in a row, either horizontally or vertically on the grid (that means 3-4 ships max). Each counter should be on a single number. Refer to the images in the section titled 'Images and Illustrations' to visualize this.

Step 5: Taking turns, each player calls out a number. When player 1 calls out a number, player 2 looks to their own grid to determine if their opponent has successfully struck a battleship.

Step 6: If player 1 calls out a number where player 2 has placed a counter, then that counter is taken out. The game continues until the first player destroys all 3 battleships belonging to their opponent. So when a player removes a counter, they should mark that space with an X to remind them that there used to be a counter there. This will help players keep track of how many battleships they lose throughout the game.

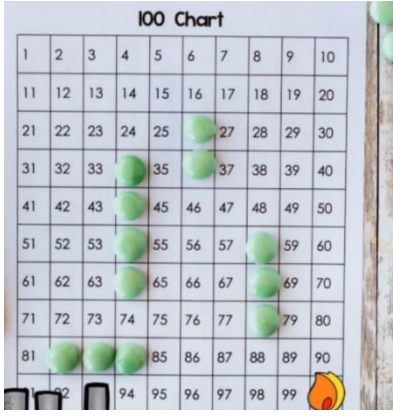
Step 7: If player one calls out a number but no counter is found on the number, then this is a 'miss' and the game continues after a cross is placed on the missed number. If all the numbers have been crossed out, without 3 battleships taken for either player, then the game is considered tied

Images or Illustrations

10x10 Grid:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Formation of Battleships with counters:

	
Variations of the Game	<p>Instead of calling out the number, the player is only allowed to call out an arithmetic operation those results in this number. For example, if a player intends to call out 25, they are not allowed to say “25” rather “20+5” or “30-5” etc</p>
Enrichment	<p>Use differently-numbered grids e.g. grids with only even numbers, grids with only odd numbers, grids with only multiples of 3's, etc.</p>
Simplification	<p>The formation of a battleship can be 2-3 counters long instead of 3-4 counters. Fewer battleships and a smaller numbers chart would also simplify this game.</p>