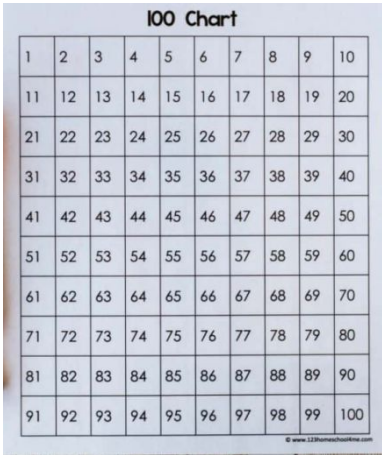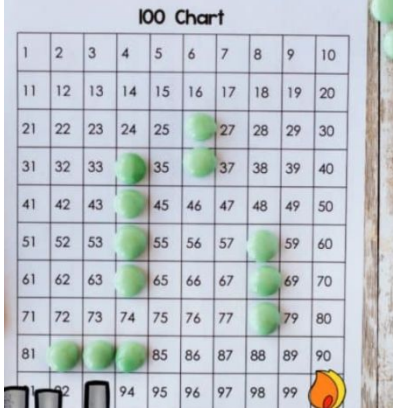# HUNDRED CHART BATTLESHIP

| Level | 1 (Age group 6 – 7) |
|---|---|
| Resources Required | Paper<br>10x10 grid<br>1 shoe box or opaque divider as a separator<br>Counters (flat stones, coins) to be "Battleships"<br>Pencil |
| Alternate Options for the Resources | Adults are to make the grid from 1-100 by following the steps below:<br>1. Take a piece of paper the size of a book<br>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<br>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<br>Addition and Subtraction of numbers up to100 |
| Inspired by | 123  Homeschool for me |
| Time Required | 10 minutes to prepare the 2 grids<br>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<br><br>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.<br><br>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<br><br>Step 2: Place a grid in front of each player and have the two players sitting opposite each other. |

# HUNDRED CHART BATTLESHIP

| | |
|---|---|
| | 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:<br><br>**100 Chart**<br><br>| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |<br>| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |<br>| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |<br>| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |<br>| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |<br>| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |<br>| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 |<br>| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |<br>| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 |<br>| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |<br><br>© www.123homeschool4me.com<br><br>Formation of Battleships with counters: |

100 Chart

| Variations of the Game | 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 |
|---|---|
| Enrichment | Use differently-numbered grids e.g. grids with only even numbers, grids with only odd numbers, grids with only multiples of 3's, etc. |
| Simplification | 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. |