

Battleship with Latitude and Longitude

1. Battleship is a game for two players where you try to guess the location of five ships your opponent has hidden on a grid. Players take turns calling out a row and column, attempting to name a square containing enemy ships.
1. **Tie to Latitude & Longitude?** You will be placing your ships and sinking your "enemy" ships on coordinates similar to latitude and longitude coordinates.
2. **Goal of game** : To sink all of your opponent's ships by correctly guessing their location.
3. **Goal for unit:** Learn how latitude lines are LABELLED north & south of equator, while longitude lines are LABELLED east & west of the Prime Meridian.

ES Ch 2 Mapping

6

3/4/2015

1. Put your ships **onto line CORNERS**, NOT inside the squares.
2. On your turn, call out a number and a letter of a row and a column on the grid. **Rules**
- A. NOTE***Always read the North/South Number and then the East/West number (e.g. 15°N 30°E). If you read the incorrect format (e.g 15°E 30°N or 15° 30°N) your opponent can call "misfire". You get one chance to repeat the correct coordinates.
3. Your opponent checks that space on their lower grid, and says "miss" if there are no ships there, or "hit" if you guessed a space that contained a ship.
4. Mark your shots on your upper grid, with X's for misses and large red circles for hits, to track your guesses.
5. When one of your ships is hit, place a red circle on your lower grid at the location of the hit.
6. When one of your ships has all of its points marked in red, you must announce to your opponent that he has sunk your ship.

ES Ch 2 Mapping

7

3/4/2015