

Review Game

(Use with Lesson 5-1)

Geo Battleship

Materials: colored pens (or pencils)

For this game, you will hide your fleet of five ships by plotting ordered pairs on the coordinate grid below. You and a partner take turns guessing coordinates to locate each other's ships.

Before starting the game, distribute your fleet on the coordinate grid. Using ordered pairs with integer coordinates, plot two adjacent points for your destroyer, three adjacent points for your cruiser, and so on. Ships may be placed horizontally, vertically, or diagonally on the grid. Plot all of your ships using the same color pen.

| Fleet | |
|------------------|----------|
| Destroyer | 2 points |
| Cruiser | 3 points |
| Submarine | 3 points |
| Battleship | 4 points |
| Aircraft Carrier | 5 points |

- To begin the game, one player names an ordered pair (x, y) .
- The other player plots the point on his or her own grid with a different colored pen. If a ship is not located at the ordered pair, the player responds with "miss." If a ship is located there, the player responds with "hit" and names the ship.
- Take turns guessing ordered pairs. The winner is the first player to locate all five of the other player's ships.

Strategy hint: You may find it helpful to keep track of your guesses.

