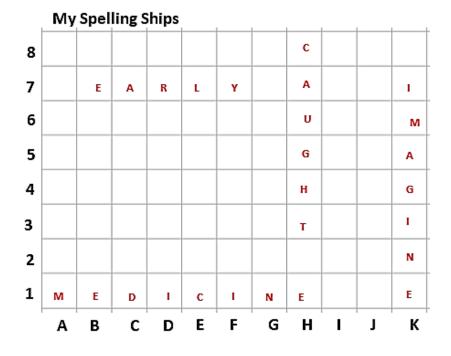# Spelling Battleships: The Rules

Before the game starts:

- Find a partner
- Make sure you each have:
  - a game-board that has a grid for your spelling ships and a grid for you to plot your partner's spelling ships
  - a list of the statutory spelling words grouped into word length
- On **your** spelling ship grid, plot 4 words as per the instructions on the side of your sheet (1x 5 letter, 1x 6 letter, 1x 7 letter and 1x 8 letter word). You will need to use one letter per square and can only plot the letters vertically or horizontally. Use the spelling list to help you choose the words you want. (Don't forget to count the squares on the grid first, to check your word will fit where you want to put it!)
- Most importantly: **DO NOT LET YOUR PARTNER SEE YOUR GRID!**

My Spelling Ships

	A	B	C	D	E	F	G	H	I	J	K
8								C			
7		E	A	R	L	Y		A			I
6								U			M
5								G			A
4								H			G
3								T			I
2											N
1	M	E	D	I	C	I	N	E			E

Aim of the Game:

The aim of the game is to locate all of your partner's spelling ships and sink them! The first person to sink all of their partner's ship is the winner.

How to play:

- Take it in turns to read out a co-ordinate where you think your partner might have put one of their spelling ships: e.g 'D,7'
- Your partner will need to look at their grid. If they have a letter in D,7, they will say 'HIT' and then tell you the letter.
  You will then need to plot that letter onto your **partner grid.**
  As you have been successful, you may then take another turn.
- If your partner does **not** have a letter in D,7, they will say 'MISS'
  You will then need to plot a cross X in D7 to remind you there is no ship there.
  As you have been unsuccessful, it will be your partner's turn to read out a co-ordinate to try and sink one of your ships.
  Remember: if they are successful, you will need to tell them what letter they have hit.
- Play continues until somebody manages to sink all of their partner's ships.