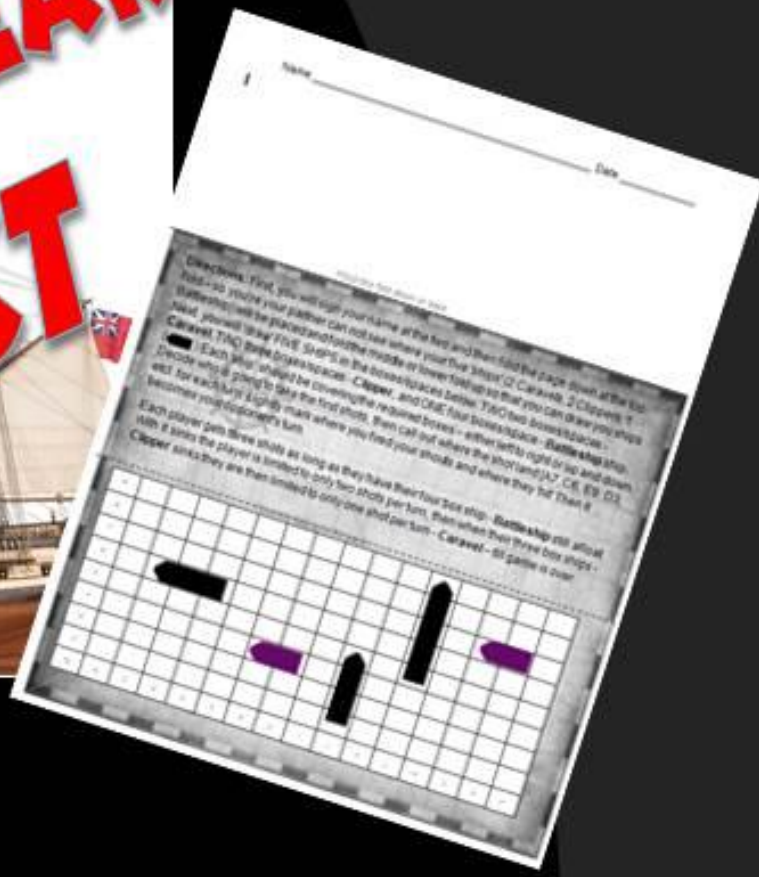


END-OF-THE-YEAR PROJECT



YOUR CHANCE TO DEFEND YOUR COUNTRY/COLONY/STATE

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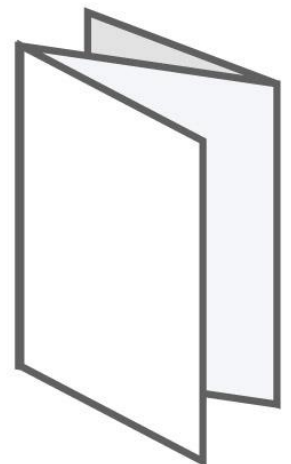
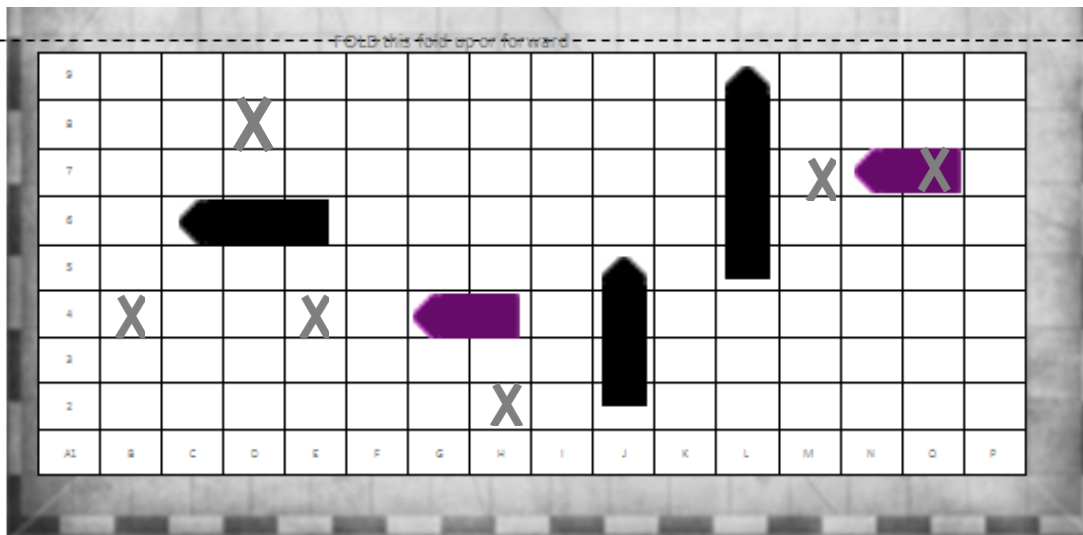
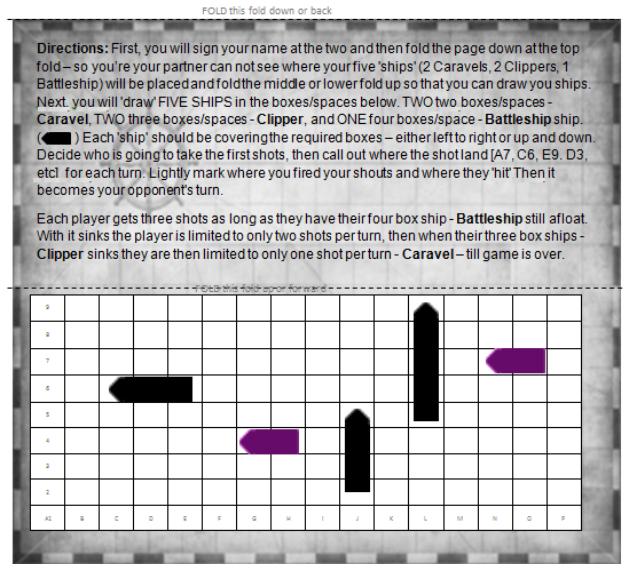
Teacher's Notes

I am always looking for a 'filler' for those times at the end-of-the-year. Items that get students interest back up and keep them engaged in items that we have learn way back, earlier in the year. This is just another play off a time-tested odd game called **Battleship**. Just is a much more simplified version without all the loose parts.


The idea is to print out the game board and let opposing student draw in their own ships – whether it's the Revolutionary War, War of 1812, Civil War, Pirates, etc. – wherever they want them. it is just a 'limited time' game with a winner and loser and no-one knows the outcome. It's all luck. They call out shots based on the grid around the sides. If they score a hit, then their opponent lets them know.

My students loved this 'game' – even the girls mastered it

Have the student's mark in pencil where their ships go, then call out where there cannons hit. There are only limited shots per round keeping the game from lasting forever. I have had students want to take copies home to play it with the dad or brother or sister.



FOLD this fold down or back

Directions: First, you will sign your name at the two and then fold the page down at the top fold – so you're your partner can not see where your five 'ships' (2 Caravels, 2 Clippers, 1 Battleship) will be placed and fold the middle or lower fold up so that you can draw you ships. Next. you will 'draw' FIVE SHIPS in the boxes/spaces below. TWO two boxes/spaces - **Caravel**, TWO three boxes/spaces - **Clipper**, and ONE four boxes/space - **Battleship** ship. () Each 'ship' should be covering the required boxes – either left to right or up and down. Decide who is going to take the first shots, then call out where the shot land [A7, C6, E9. D3, etc] for each turn. Lightly mark where you fired your shouts and where they 'hit' Then it becomes your opponent's turn.

Each player gets three shots as long as they have their four box ship - **Battleship** still afloat. With it sinks the player is limited to only two shots per turn, then when their three box ships - **Clipper** sinks they are then limited to only one shot per turn - **Caravel** – till game is over.

FOLD this fold up or forward

9															
8															
7															
6															
5															
4															
3															
2															
A1	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P

History Entrepreneur

Class item you never expected

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