Junior High school – Any year level

Duration: 30-50 mins

Battleship

A game that both my students and my JTEs love is Battleship (Thank you, Englipedia). It’s a bit difficult to explain at first, but once they get it, my students always ask to play it again. The example provided below is for practising time, but this game can be adapted to many grammar points.

The JTE and I usually put aside 10 minutes to clearly explain how to play, as well as demonstrate a few rounds on the board. Then we give each student a copy of the attached worksheet, and the rest takes care of itself. For those who don’t know Battleship, it’s a pair game. Here’s how to play:

First, set up the game

1. The two opposing students sit facing each other with their worksheets folded, as shown on the worksheet, so that neither can see the other’s board.
2. They must secretly place their fleet of four ships by shading in the appropriate number of squares. There are a few rules about how to place the ships:
* They must be either horizontal or vertical (not diagonal).
* They cannot overlap each other.
* Their position cannot be changed once the game has started.
1. Then they must choose whose turn will be first. We usually just have them janken.

Once this is done, they can start to actually play. The aim is to guess where the opponent’s ships are placed.

1. On their turn, a student must pick a target square and call out its location by forming a sentence with the two halves of a sentence (i.e. Do you wake up at 6 a.m.? means the top leftmost square). The opponent must respond “Yes, I do” if they have a ship in that square, or “No, I don’t” if they do not.
2. The student can then mark on the lower half of their sheet the response they received with a O for yes and a X for no. Then it becomes the other student’s turn.
3. The students go back and forth like this until one has no more ships.

In this time, the JTE and I usually go around making sure everyone is using English, or playing with students if we have an odd numbered class.