



This game may be used to review and reinforce multiplication facts.

Two students (or 2 teams of 2) may play this game.

Materials needed:

- 2 game boards OR players may play using the 2 ships on one game board
EACH PLAYER NAMES THEIR BATTLESHIP BEFORE THE GAME BEGINS!
- 3 dice - 1 4-sided, 1 6-sided, 1 12-sided
- translucent markers (1 color per player)
- paper & pencil

Objective of the Game: To sink your opponent's battleship and keep your ship from sinking.

Directions:

1. Decide what products to put on the holes of your own battleship. Look at the multiplication chart to see all possible products. Write the products you chose on your battleship's "holes."
2. Cover the "holes" in each battleship with translucent markers.
3. Record **your opponent's numbers** at the top of your work paper. Often the translucent covers make it difficult to see the numbers on the opponent's ship.
2. Decide which player (or team) will go first. Players (teams) take turns rolling the dice after every play.
3. The first player rolls three dice. The three dice may be placed in any order so that the first two are added, subtracted, multiplied, or divided. That answer is then multiplied by the number on the third die.

** Please note, if the player chooses to add or subtract the first two numbers, (s)he must use parentheses when writing the number sentence.

For example, $(3 + 7) \times 2 = 20$ OR $(7 - 3) \times 2 = 8$

This is because of the "order of operations." It's a rule the students learn in 5th grade; however, the part that they need to know is simple - "If you add or subtract BEFORE you multiply, you must use parentheses to indicate that you are doing that first. There is a big difference between $3 + 7 \times 2$ which equals 17 and $(3 + 7) \times 2$, which equals 20!

4. The product is what the player uses to see if a "hit" has been made on the opponent's battleship. If the product is on the opponent's ship, then the marker is removed from that number. If the product is not on the opponent's ship, then the player may rearrange the dice to form a new number sentence (still using the same numbers from the original roll). All number sentences **MUST** be written down! You may only "hit" your opponent's battleship once per roll!
5. If a product that is on the opponent's battleship cannot be made by re-arranging the dice, then the player may not play unless there is a "hit" on his/her own ship that can be repaired by the roll.
6. At any time, a player (team) may choose to use a product to repair his/her own battleship **instead** of striking a hit on the opponent's ship. To make a repair, the player uses the product rolled to replace a marker that has been removed from his/her battleship. If a player chooses to repair a hit to his/her own ship, though, the same roll cannot be used to "hit" the opponent's ship. (In other words, the same roll cannot be used for two plays) Later in the game, if the same number combination is rolled, it is considered a new product and may be played as a strike or another repair.
7. There are two ways to win:
 - The first player (team) to sink the opponent by striking a hit on every number on the opponent's battleship wins.
 - OR
 - At the end of the playing time, the person (or team) with the fewest "hits" to his/her ship wins.

This is a modification of an original game created by Judy Morgan, Newport News Public Schools
It appears in Early Childhood Number Games by Alice P. Wakefield (ODU).