

Who Sunk Our Battleships?

K-5

OBJECTIVE:

Who Sunk Our Battleships, derived from the classic naval warfare board game of Battleship, brings to life an old classic by turning it into a suspenseful, high energy game of moving, throwing, strategy, determination and possibly a little luck. Each team will command and protect a fleet of battleships, attempting to be the first team to destroy and sink the opposing team's battleships.

EQUIPMENT:

- Folding Gymnastic Mats (4-6; Figure 1 pictured below shows six Folding Panel Crosslink Polyethylene Mats with Velcro-5'x10"x1 $\frac{3}{8}$ " Hook and Loop Fasteners; item # W4091 at www.ssw.com).
- Fleece or yarn balls (100± balls-the more the better).
- Bowling pins (40-60 or 20-30 pins per team)
- Whole swim noodles (6-10 or 3-5 noodles per team).

PROCEDURE:

Before students arrive, build a wall on the midline, using all the gymnastic mats. This wall creates a barrier between both teams, making it almost impossible to see the opposing team's battleships lying on the floor on the opposing side (See Figure 1). Divide and place the fleece balls, bowling pins and noodles on each side of the gym (See diagram below). *Note: the bowling pins represent each team's battleships.* See "Variations" below for an alternative method that works well, especially with your older students.



Figure 1: Barrier of mats Velcroed together

Divide the class into two teams and send each team to opposite sides of the gym to sit down and await further instructions. Select and instruct 3-5 players (Gunnery) from each team to each get one of the noodles and report to the opposing team's side. Provide a brief explanation of the Launcher, Gunner, Protector, and Gatherer positions (described below), informing students that they can choose and change any position at any time during the game. The **object** of the game is for each team to launch missiles over the barrier to destroy all of the opposing team's battleships.

To Begin: All “Launchers” will begin launching missiles by throwing the fleece balls over the barrier, attempting to knock over the bowling pins (See Figure 2). *Note: most players will not be able to see anything over the barrier.* Launchers are allowed to jump up to see over the barrier as long as they do not make contact with the barrier. Since most Launchers cannot see the battleships, each team has “Gunnery” located on the other side of the barrier waving their swim noodles high in the air like flags over a battleship to indicate where to launch balls (See Figure 3). Gunnery should stand behind battleships and continue to wave their swim noodles over a target until that battleship is destroyed. Gunnery may not touch or attempt to destroy any targets. “Protectors” position themselves anywhere on their side to block missiles as long as they are standing and not touching the targets. “Gatherers” may gather up balls anywhere on their side to continue throwing or to supply friends with missiles.



Figure 2: A Launcher throwing over the barrier



Figure 3: Gunnery identifying targets

Note: remind students that all four positions are available to anyone and that any player can change positions at anytime. Also, mention that all positions are chosen and performed on a voluntary basis, especially Protectors who are at the risk of getting hit by balls while protecting their Battleships.

A winner will not be declared until one team has destroyed all of the opposing team’s battleships or whoever has the most battleships destroyed when time has expired. All Gunnery will report to their team’s side and select new Gunnery who will then return to the opposing side. All targets will need to be picked up before starting a new round.

RULES AND SAFETY:

1. Launchers can throw balls any way they would like, keeping in mind that some targets are close and some targets are far away.
2. Gunnery assist teammates by helping them locate battleships by waving their swim noodles in the proximity of the target to indicate where Launchers should throw missiles. A 2-5 minute time out penalty will be given to any Gunner for destroying a target.
3. Players are not allowed to touch or bump into the barrier. A 2-5 minute time out penalty will be given for touching the barrier.
4. Any bowling pin that has been knocked down may not be set back up unless the teacher has deemed that it was unfairly knocked down.
5. Protectors may position themselves anywhere on their side to block missiles as long as they are standing and not touching the targets.

Variations:

1. Shorten the throwing distance for K-2 students by dividing the gym in half by setting up the wall the length of the gym or east to west instead north and south as depicted in the diagram.
2. Play like the real game of Battleship and give each team one minute to strategically place their battleships within the boundaries. *Note: use two to three traffic cones on each side to create an imaginary line so that players don't place the battleships too close to the barrier* (See diagram below of the imaginary line). Also, bowling pins may not be set up behind the traffic cones.
3. Substitute fleece/yarn balls with Gatorskin balls.

DIAGRAM:

