

Time battleships

by Maria Toth

Age: Primary (6–11)

Language aim: To tell the time

Time: 30 minutes

Student grouping: Groups of three or four

Materials: One copy of the worksheet per group of three or four students; one dice per group

Language focus: *a quarter to, a quarter past, half past, o'clock, ten past, five to, twenty-five past + hours; Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday*

Aim of the game: To be the first to guess the location of the other player's battleships



Teaching tip

You may wish to make the game shorter by cutting down the number of squares and the number of battleships used. The same game can be played using a grid of a minimum of 4 x 4 squares.

These can be placed anywhere they like on the grid, but remember to explain that the battleships are not allowed to touch each other and cannot be placed diagonally. The children should not let their partner see where they place their battleships.

Step 3

Each person must try to find out where their partner's battleships are, using the day and time references shown on the vertical and horizontal axis. For example, child A might say 'Monday: Ten past two.' Child B looks for the Monday row and the clock showing ten past two and finds the box where these two points meet on the grid. If child B does not have anything in this square, they say 'Missed.' If the box is part of a larger battleship, they say 'Hit!' and marks the square child A has asked about with a cross. When child A has guessed the location of the whole of one battleship or if it's a single-square battleship, child B says 'Sunk!' When either player guesses anything correctly (either *hit* or *sunk*), they take their turn again.

Step 4

The winner is the first to find all of the other player's battleships.

Warmer

Option 1

Revise telling the time with the children using a clock with movable hands.

Option 2

Ask the children time questions about school, for example 'What time do we start our English lessons?' or 'What time do you have lunch?'

Playing the game

Step 1

Give one copy of the worksheet to each child.

Step 2

Put children in pairs. Each child colours in squares on their grid to represent:

- one battleship consisting of four connected squares in a line;
- two battleships consisting of three connected squares in a line;
- three battleships consisting of two connected squares;
- four battleships consisting of one square each.

Extra ideas

The same game can be used to practise other language areas:

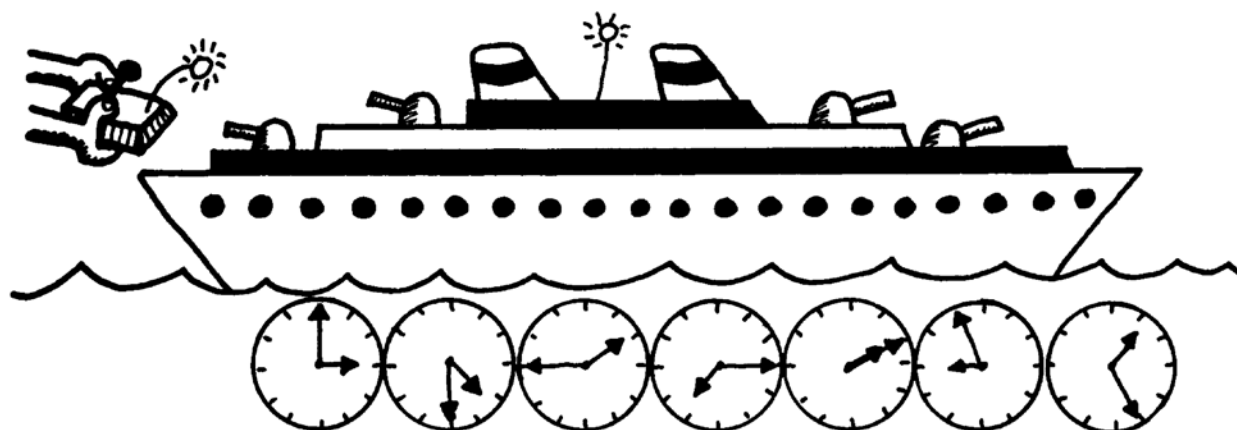
Pronunciation practice – Use words with difficult sounds as reference points, for example *this/these; ship/sheep*.

Vocabulary practice – Use pictures as reference points, for example pictures of food, things in the classroom or actions such as *She's playing a guitar*.

Numbers/letters of the alphabet – In the traditional game, numbers are used as reference points along one side and letters of the alphabet along the other.

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Monday							
Tuesday							
Wednesday							
Thursday							
Friday							
Saturday							
Sunday							

