

TIME BATTLESHIPS

Teacher's Notes

Aim

Telling the time.

Materials

One copy of the Worksheet for each child.

Duration

30 minutes

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.

Suggestion

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 4×4 squares.

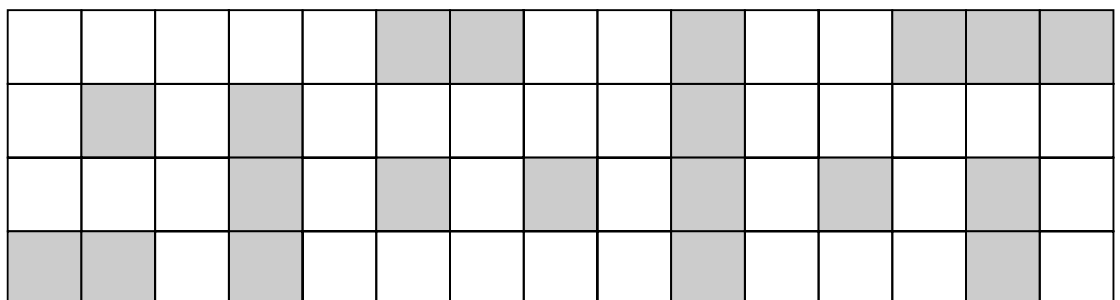
Introduction

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

OR Ask them time questions about school, e.g. *What time do we start our English lessons?*
What time do you have lunch? etc.

Preparation

- 1 Give one copy of the Worksheet to each child.
- 2 Each child draws 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 and four battleships consisting of one square each – see below for example. These can be drawn anywhere they like on the grid, but remember to explain that the battleships are not allowed to touch each other and cannot be drawn diagonally. The children should not let each other see where they draw their battleships.



Playing the game

- 1 Children play in pairs. Each person must try to find out where his or her partner's battleships are, using the day/time references. For example, Child A might say *Monday: Ten past two*. Child B looks for the row *Monday* and the clock *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 he or she says *missed*. If the box is part of a larger battleship he or she says *hit* and marks the square Child A has asked about. When Child A has guessed the location of the whole of one battleship, Child B says *sunk*. When either player guesses anything correctly (either *hit* or *sunk*) they take their turn again.
- 2 The winner is the first to find all of the other player's battleships.

Extra ideas

The same game can be used to practise other language areas, e.g. Pronunciation practice (use words with difficult sounds as reference points e.g. this: sheep) Vocabulary practice (use pictures for reference points, e.g. pictures of food, things in the classroom, actions such as *She's playing a guitar*, etc.) Numbers (in the traditional game, numbers are used as reference points along one side and letters of the alphabet along the other.)