

Battleships Orienteering (6 Figure Grid References)



Objective

To use 6 figure grid references to locate points on a map.



Equipment

- Enrich School Orienteering Map
- Orienteering Control Markers
- Battleships Orienteering Activity Sheet.



Preparation

- Divide the children into small teams.
- Provide each small group with a Battleships Orienteering Activity Sheet.
- Two teams will play against each other.



Instructions

- Each team has up to 6 battleships that they must 'hide'.
- Using their Enrich Orienteering Map, each team must choose a different marker number for each of their battleships. They record a marker number, together with the six-figure grid reference for that marker from their Enrich School Orienteering Map, on their Activity Sheet.
- They must keep this hidden from the opposing team.
- Team A then provides a six-figure grid reference for one of the markers which they think has been selected for a battleship by Team B.
- Both teams then go to this six-figure grid reference to check to see if it is the correct reference for the marker.
- If the marker is not correctly located by the grid reference, the go is classed as a 'miss' and Team B takes their go.
- Alternatively, if the marker is correctly located by the grid reference but is not one of the markers that Team A has selected, the go is classed as a 'miss' and the Team B takes their go.
- If the marker is correctly located by the grid reference and is one that has been selected for one of their battleships, Team B have to put the marker number against the battleship on their Activity Sheet to show that it has been sunk.
- Team B then take their go by giving Team A a six-figure grid reference.
- The team which is the first to sink all of their opponent's battleships wins the game.



Other information

- If a team gives an incorrect grid reference (ie the grid reference does not correctly locate a marker) they could forfeit a turn and their opponents could have two turns.

