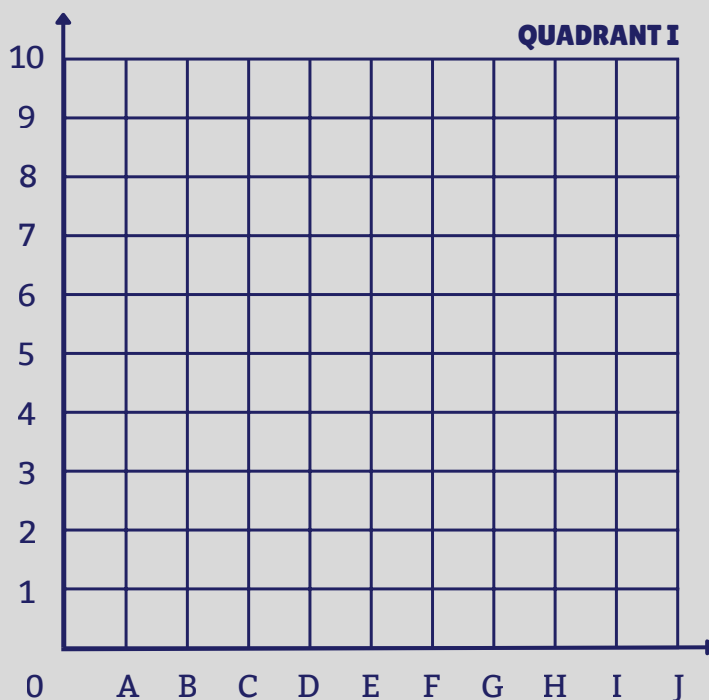


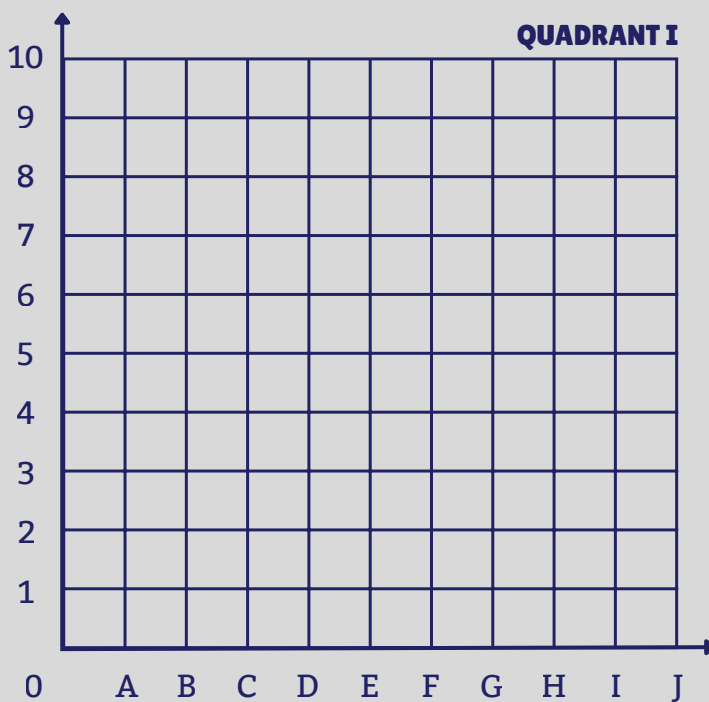
MY SHIPS

MONDAY
TUESDAY
WEDNESDAY
THURSDAY
FRIDAY
SATURDAY
SUNDAY



ENEMY SHIPS

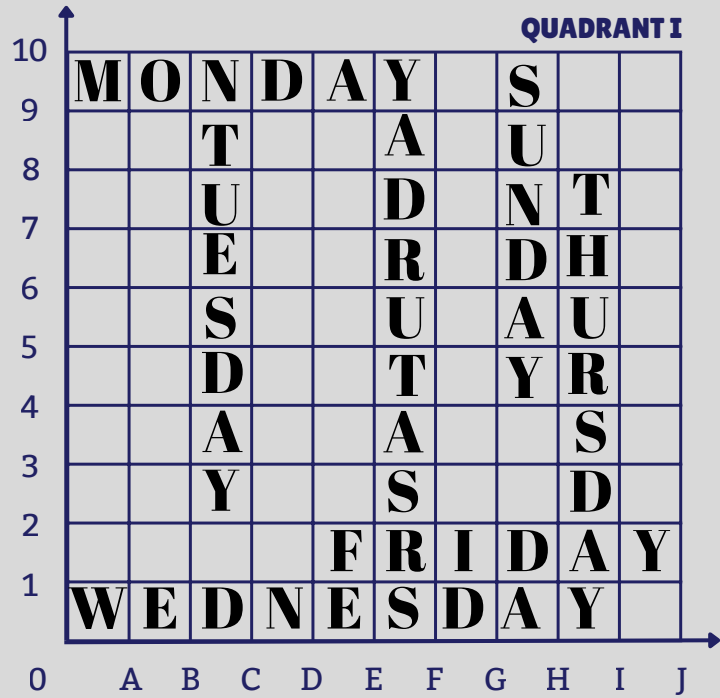
MONDAY
TUESDAY
WEDNESDAY
THURSDAY
FRIDAY
SATURDAY
SUNDAY



EXAMPLE:

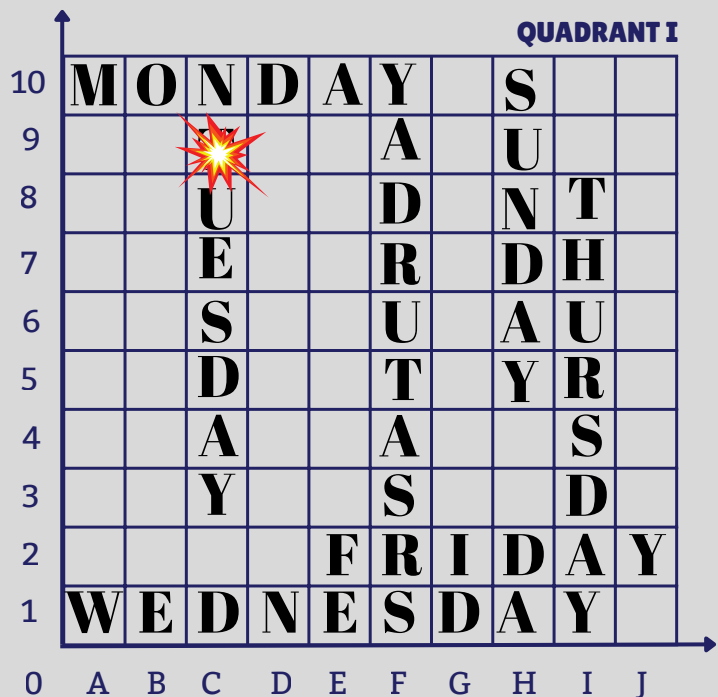
MY SHIPS

MONDAY
TUESDAY
WEDNESDAY
THURSDAY
FRIDAY
SATURDAY
SUNDAY



ENEMY SHIPS

MONDAY
TUESDAY
WEDNESDAY
THURSDAY
FRIDAY
SATURDAY
SUNDAY



STUDENT A: "C-9"

DIRECTIONS FOR TEACHER:

- Students should write the names of the days of the week to the grid, hiding them from enemy.
- Guess where you think your partner, the enemy, may have “days of the week ships”.
- If you are correct, plot it on the enemy ship coordinate plane.
- If you are incorrect, it becomes your partner's turn.
- Once you believe you found an entire enemy ship, write the enemy ship ordered pairs for the ship.
- First person to find all of the enemy ships first wins!

EXTENSIONS:

- Change the quadrant to add a twist.
- Change the graph to a four quadrant coordinate plane.
- Play as a whole class (students vs. teacher).

ENJOY THE GAME!