

shoe

help

best

time

park

dog

face

went

f

h

b

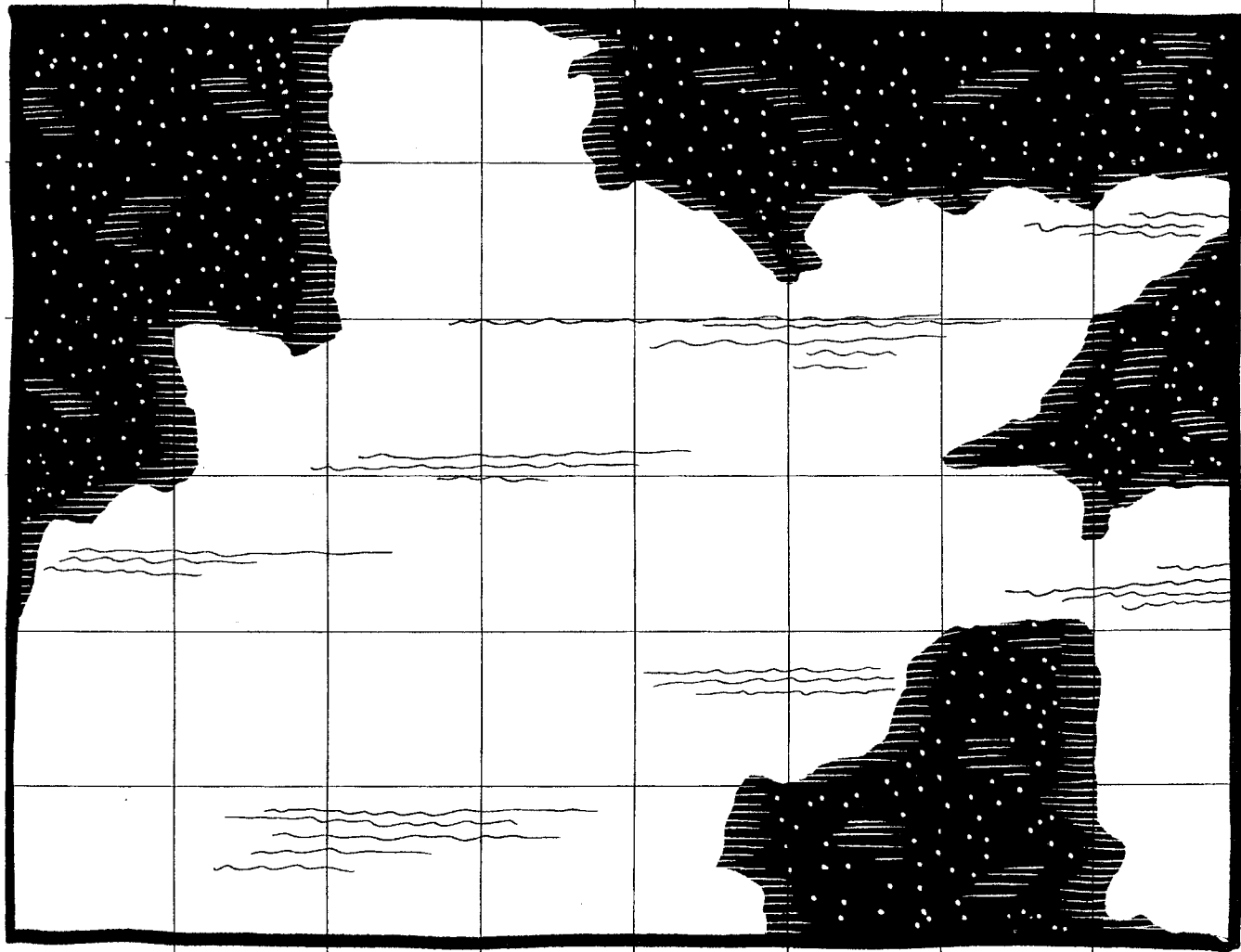
t

p

d

f

w



enjoy

oi

sort

o::

near

ia

air

ee

eye

ai

mee

i::

Rules

1 Draw two ships on your map making sure that nobody sees where you have put your ships. You may put your ships inside any square where there is sea (white on the map). Your ships must not cross a line into another square.

2 Work in pairs. The object of the game is to guess where the other player has put the ships and bomb them.

3 To do this, decide which square to bomb and make a word out of the sounds at the side of the map. For example, if the square you want to bomb is in the column with the sound /t/ and the row /i:/, say *tea*.

4 If the square that you bomb contains a ship, the other player must say *hit*. If the square that you bomb is next to a square with a ship in it (including diagonally), the other player must say *near*.

5 Players take turns to bomb each other's ships and the first person to hit both of the other player's ships is the winner.

6 A player whose ship is being bombed may challenge the other player to spell the word that he or she is saying; if the other player is unable to spell the word, he or she misses a turn.