Kit Guide:

Life-Size Battleship

Kit Inventory:

Life-Size Battleship

ITEM	QTY	ITEM	QTY
Green Screen Stand (use to hang tarps) • Inventory included in Appendix B	1	Paper Dots • 100 red dots (50 per team) • 180 white dots (90 per team)	260
Laminated Grid Sheets	4	Duct Tape	~1roll
Dry Erase Markers • 2 red • 2 black	4	Grid Tarps • 2 top (hang vertically, have Velcro) • 2 bottom (lay out on floor and place ships on top)	4
Emergency Repair Bag • Hot glue gun/glue sticks • Black paint/paintbrush • Extra Velcro dots	1	Cardboard ships • 2 Aircraft Carriers (5) • 2 Battleships (4) • 2 Cruisers (3) • 2 Submarines (3) • 2 Destroyers (2)	10
Megaphone	1	Extra D Batteries	4
Extra Clamp Clips	10		

You provide: Additional decorations, if desired. YAS has large cardboard boxes that we can send you for barriers/obstacle/room divider pieces if you'd like. Please email dseltenright@ppld.org if you would like to arrange that.

Notes: You will need a large-ish space to set up this game. Depending on your room setup, it may be inappropriate to use the megaphone – please use at your discretion. It was included in the event that anyone chooses to play this outside and may need voice amplification, and because it could be fun 😊

Sharepoint Materials: Life-Size Battleship program folder

Social & Emotional Learning Objectives:

1. Participants will communicate with their team to decide where to place shots (Relationship skills).
2. Participants will consider existing factors and outcomes as they strategically decide where to place their shots (Responsible decision making).
3. Participants will demonstrate impulse control and awareness of the other team as they wait their turn (social awareness/self-management).

Background:

Previous life-sized board games have been a success, so we are continuing to create similar programs. We thought Battleship would be fun and engaging for teens in a life-sized program.

Resource Connection:

PPLD has a robust collection of board games! Check out games at the Library 21c Teen Desk, Penrose Library Main Floor Service Desk, Calhan Library Service Desk, Old Colorado City Library Service Desk, or the Cheyenne Mountain Library Service Desk. There is a two game limit per library card and they check out for one week.

- Click here to see the status and availability of games.
- Click here to go to the board-games page of our website.

Preparation:

Note: If you are unfamiliar with the game Battleship, please view the instructions here: Official Rules for Battleship (officialgamerules.org)

Day of event:

1. Set up the room. Clear an area where the game board will be set up and places for each team to stand.
2. Place the green screen stand in the middle of the room with ample space on each side. See Appendix B for more detailed assembly instructions.
3. You will be using all 4 tarps for ONE game of Battleship. Both teams will have one tarp on the floor, on their side of the green screen stand, and one tarp hanging from the crossbar of the green screen stand.
    a. You may want to tape or anchor the bottom tarp so it does not blow away or get kicked.
    b. You may need to use the emergency repair kit to re-paint or touch up the letters/numbers if they are illegible, and to replace any Velcro dots if needed.
4. Each team gets two laminated grid sheets, along with one red and one black dry-erase marker. Teammates can use this sheet to strategize and keep track of their moves.
5. Each team gets 50 red dots and 90 white dots to use. A bowl, bucket, or tray to hold these dots might be useful (not included in kit).

Instructions:

Part 1: Welcome + Rules (5-10 minutes)

1. Welcome the teens! You may want to do rapid-response introductions and get to know you question. Depending on your group size, explain that we have one life-size version of battleship and one tabletop-size

version of battleship that can be played. If you have a large group, make sure everyone has a chance to play life-size!

2. Divide participants into two teams (ideally only 2-4 folks per team, but this is flexible).
3. Assign roles as you see fit. Participants should work together and may rotate roles, but each team needs one person to announce the shots, someone to track their team's shots, and people to mark where the opponent's shots land on their board.
4. Explain the rules of the game. The objective is to sink all of your opponents' ships by "attacking" the corresponding grid squares. A team will call out the grid square by using its letter and number combination. If the team has hit one of the ships, they will be notified but will not know how large the ship is or in what direction the ship is facing. Teams will alternate after each attack.

Part 2: Set the ships (5 minutes)

1. Participants work with their team to decide where to place ships on their board. The ships will lay on top of the tarp that is on the floor. If needed, you can tape or anchor the boats to the tarp, but it is not necessary.
2. Teams should also mark on their laminated strategy sheets where their boats are.

Part 3: Gameplay (rest of the time)

1. Your hanging tarp is for your OFFENSIVE attacks. Your floor tarp is for your ships and to mark your enemies' attacks.
2. Teams take turns calling the letter and number of the target square they want to attack with a megaphone. Participants should work together to determine their team's shot.
3. After a shot is called, the defending team calls back whether the shot was a hit or a miss. If it was a hit, the defending team needs to announce the SIZE of the ship that was hit. You do not need to specify which direction the ship goes – just how big it is. The team

also announces that a ship has sunk when all the slots on a ship have red dots. If the shot was a hit, the defending team places a red dot on the ship that was hit, in the corresponding grid square. If the shot was a miss, the defending team places a white dot in the square (on the floor tarp).

4. The attacking team that called the shot will indicate on their hanging tarp whether they got a hit (red dot) or a miss (white dot) and where.
5. Teams can also indicate hits in red marker and a misses in black marker on their laminated grid sheet for collaboration and to use in strategizing their next move.

Part 4: How to Win

1. The first team to sink all five of the opponent's ships wins!
2. Winners can be given candy and bragging rights!

Evaluation:

Did you observe:

- Youth working together?
- Youth waiting patiently for their turn?
- Youth making strategic decisions that consider outcome?

YAS would like your opinions. Please fill out the feedback form here: https://www.cognitoforms.com/PikesPeakLibraryDistrict3/_2022YoungAdultServicesProgramFeedbackForm

Appendix A – Grid

This grid will be laminated and provided for you in the kit. Teams can use this to discuss strategy and collaborate on decision making if they want to.

BATTLESHIP

my ships

Aircraft Carrier
AAAAA

Battleship
BBBB

Cruiser
CCC

Submarine
SSS

Destroyer
DD

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

enemy ships

Aircraft Carrier
AAAAA

Battleship
BBBB

Cruiser
CCC

Submarine
SSS

Destroyer
DD

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
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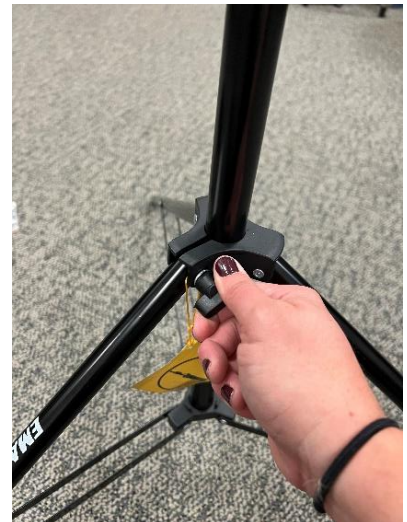# Appendix B – Green Screen Stand Assembly

Use the instructions included in the kit to set up the green screen stand. These are supplemental photos and tips that may help.

Inventory:

- 2 legs
- 2 top crossbars
- 2 empty sand/rock/weight bags
- 2 clamp clips (plus 10 extras)
- 4 Velcro clip straps
- 2 extra wing nuts
- Instructions pamphlet
- Bag

1. Set up legs. Push slightly on the middle bit and notice the center leg starts shifting upwards. Tighten the leg screw when it feels secure and branch arms are mostly straight)

2. Connect the two crossbar pieces and set on top of legs. The larger, oval shaped hole should be below, closer to the ground.
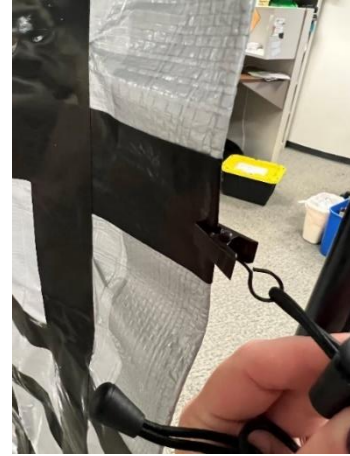

3. Take the silver washer off the leg post and put it on top of the crossbar. Then tighten the wing nut until secure.

4. Clip the tarps to the top of the crossbar using the 3.5" clamp -clips. You may not need all, use what feels right.

5. Loosen the top section extender and fully extend to max height, then tighten. Loosen the middle section extender and fully extend to max height, and then tighten. The bottom section extender can be left alone.

6. Clip the Velcro straps to the sides of the tarp(s) where you want them. Use the Velcro strap clips to secure the sides of the tarp to the fully extended legs. Use extra clamp clips (from the top crossbar) if needed.