

# Periodic Table Battleship

## Materials:

- 2 dry erase markers
- Dry eraser
- 4 laminated STAAR periodic table charts
- 2 file folders
- Binder or paper clips

**Objective:** 2-person game - Using the period table of elements as a grid, guess where your opponent's five ships are located. Take turns calling out a row and group (column name on periodic table), attempting to name an element containing enemy ships.

## Setup:

1. Each player takes a marker and a periodic table board and props it open so that the other player cannot see it.
2. Using the marker, mark ships on the lower part of the board. Each player marks four ships either vertical or horizontal (no diagonal). Ship's lengths are: 2 ship, 3 ship, 4 ship, and 5 ship. After each player has marked their ships' placement, trade markers with the other person so no one is tempted to switch positions of ships.

## Play:

3. Decide who will go first – flip a coin, play a game of Paper, Rock, Scissors or think of something else creative!
4. On your turn, call out a period number and a group number (for higher level you can call out the group/family name such as noble gasses or alkali metals) from the periodic table. Your opponent checks that space on their lower periodic table, reads the name of the element square, and says "miss" if there are no ships there, or "hit" if you guessed a space that contained a ship.
5. Mark your shots on your upper periodic table, with dots for misses and X for hits, to keep track of your guesses.
6. When one of your ships is hit, put an X on that ship on your lower periodic table at the location of the hit. Whenever one of your ships has every slot X'd, you must announce to your opponent that he has sunk your ship.
7. The first player to sink all opposing ships wins.