

## Lesson Plan

# BATTLESHIPS

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**Level:** All levels

**Time:** about 20 minutes

**Aims:** *This game can be used as a revision of all possible grammar and/or vocabulary structures*

**Materials:** *Any revision questions prepared by teacher*

**Procedure:** *The game is played in two or more teams. Students pick a grid reference, say "A 1" and the teacher picks the task. If they complete the task successfully, they roll the dice and receive that many points. If they choose the 'bomb' square they loose as many points as the dice shows. If they choose a 'missile' square the opposite team loses the points.*

### EXAMPLE

BOMB!	MISSILE!	What do you do with buttons?	How do you spell 'invention'?
Name 5 machines	Where is Claudia hiding?	Who is professor Fish?	How many wheels has a wheelchair got?
MISSILE!	What is this? (T draws <i>moustache</i> on the board)	What does a hair drier do?	BOMB!
What ice-creams can the Magic Machine make?	BOMB!	Who is Henry?	MISSILE!