

# Radio Battle Ships Activity

**Skill development:** Basic grid reference map reading & Radio skills activity

**Equipment required:** 2 walkie talkies per Six, Patrol, team





- Each team has 12 ships: 2x Aircraft Carrier, 2x Battleship, 2x Cruiser, 3x Destroyer, and a 3x Submarine.
- Each team Plots each of their five ships ship horizontally or vertically on their **My Ships** grid, one letter in each square.
- The Aircraft Carrier takes up 5 squares with AAAAA, the Battleship takes four squares BBBB, a Cruiser CCC a destroyer DD and a sub just one S in one square.
- Notice that each square has a letter-number "grid reference" for example C-5.
- Each member of the teams take turns "shooting" at your opponent's ships like this: Pick a blank square on the **Their Ships** grid.
- Call out the square's grid reference over the radio, using the Phonetic Alphabet, for example **CHARLIE-5**. Your opponent then marks that square on their **My Ships** grid, and call out on the radio whether the shot was a **HIT** or a **MISS**.
- They mark the square with an **X** for a hit or an **O** for a miss. When a hit is scored they ask for the shooting team members name and that team member gives their name phoneticaly
- You mark that square the same way on the **Their Ships** grid.
- If all the squares on a ship have been hit, the ship has been sunk, and call out "YOU SANK MY (name of ship)"
  on the radio.
- The winner is the player who sinks all of their opponent's ships (or, if you run out of time, whoever has scored the most hits.)
- The winners get a prize evening off camp wash up, badge, treat etc as appropriate
- Score sheet and instructions can be printed and laminated and re used by using fine tip dry marker pens such as https://www.huntoffice.ie/show-me-fine-point-slim-barrel-drywipe-marker-black-10pack-fpsdp.html

### **Phonetic Alphabet**

A - alpha
B - bravo
C - charlie
D - delta
E - echo
F - foxtrot
G - golf
H - hotel
I - india
J - juliet
K - kilo
L - lima
M - mike

N - november
O - oscar
P - papa
Q - quebec
R - romeo
S - sierra
T - tango
U - uniform
V - victor
W - whiskey
X - x-ray
Y - yankee
Z - zulu

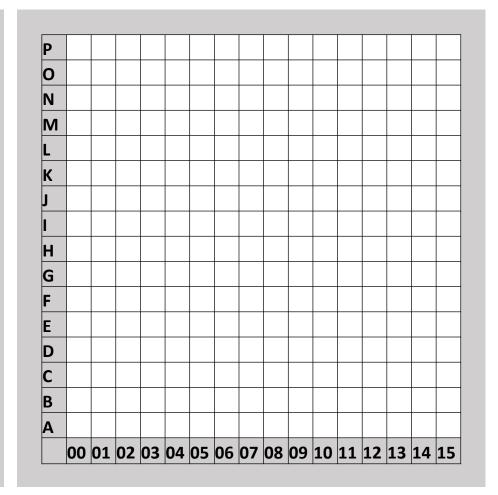
# Radio Battle Ships Score Sheet



### MY SHIPS GRID

# 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15

## THEIR SHIPS GRID



### HIT LIST

Square Hit	Ship	Туре	Gunner Name