



Periodic Table Battleship

Players take turns calling out a period number and a group number on the periodic table of the elements to try and guess the location of their opponent's ships. The first player to guess the exact locations of his or her opponent's ships wins.

Grades: 6, 7, 8
Disciplines: Science

Setup

1. Using paper clips or tape, create the first battleship board by fastening two periodic table charts to the outside of a folder. (See image below for an example.) Repeat step to create a second battleship board.
2. Fasten the two boards together (as seen in image below) using binder clips or an alternative type of fastener.



Play

1. Using a dry erase marker, each player marks his or her four ships (either vertical or horizontal – no diagonal) on the periodic table lying flat on the table. The lengths of the 4 ships should all differ. (i.e., one 2-element ship, one 3-element ship, one 4-element ship, and one 5-element ship.)

2. Decide who will go first – flip a coin, play a game of Paper, Rock, Scissors or think of something else creative!
3. The first player calls out a period number and a group number on the periodic table. The opponent checks that space on their periodic table and reads the name of that element. The opponent says "miss" if there are no ships on that location, or "hit" if he or she guessed a space that contains a ship.
4. Each player marks their guesses on the periodic table of elements at the top, using an "X" for a miss and an "O" for a hit.
5. When all of the spaces (elements) in a ship are hit, the opponent announces that his or her ship has been sunk.
6. The first player to sink all of his or her opponent's ships wins.