

					
					
					
					



## Notes for the teacher

This battleships game is designed to encourage children to give an activity and to say how well they do it, as in Lesson 10 of the Sunderland KS2 scheme of work for French.

They say something from the x axis first and then the y axis, which is located on the right-hand side to make the sequence of the sentence clearer.

For example:

Je nage / bien.

The teacher chooses a certain number of squares to be their “ships” and the children have to give the co-ordinates to say which square they choose.