



Operation Purple® AT HOME

... Activity Seven ...

MISSION BATTLESHIP

Time: +30 minutes | Participants: 4, 1st grade and up

It's a foggy day on the high seas and the Battleship Commanders are unable to see the enemy in the waters. They will need to rely on their Radar Operators for movement directions.

Strengthen your family's verbal communication by knocking out the opposing battleship before they hit you!

FAMILY MISSION VALUES

Communication

WHAT YOU'LL NEED

- Ammunition ("Ammo"): 6 to 8 rolled up sock balls
- Rope, cones, or chalk to draw boundary lines
- 2 blindfolds
- "Sea Mines": Paper plates or other small cone

BEFORE YOU START

1. Set up the playing field outside.

Use the ropes, cones, or chalk to define the boundaries — approximately the size of a two-car garage, or 18'x20'. The area inside the boundaries are THE HIGH SEAS. Outside the boundaries is called ON SHORE.

2. Assign teams and strategize.

Work together to pair family members together in 2-person teams. Younger children may want to be paired with an adult or older sibling. Pick one person to be the RADAR OPERATOR. The other will be the BATTLESHIP COMMANDER.

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Families of 5: Assign the remaining family member as a Radar Operator to an existing team.

Families of 6: Create three 2-person teams.

Once the teams have been grouped, allow for 3-5 minutes for each team to strategize on a communication & movement strategy. How will Radar Operators tell Battleship Commanders to move? What does LEFT look like? What does FORWARD look like? How will you communicate how to throw the Ammo or avoid Sea Mines?

INSTRUCTIONS

Each Battleship Commander will start blindfolded at the edge of the boundary at opposite sides of the playing field without any Ammo. After Battleship Commanders are blindfolded, Radar Operators will randomly throw the Ammo into the playing field, along with the Sea Mines (paper plates). Reset the Ammo and Sea Mines before each game.

The Radar Operators must always stay ON SHORE (outside the boundary lines) and cannot enter THE HIGH SEAS (inside the playing field).

Your team wins if:

- The opposing team gets hit by your Ammo, runs ashore (out of bounds), or hits a Sea Mine.
- Switch roles for each game
- Best 2 out of 3 games

Extend the fun! Try to make it more challenging by having Battleship Commanders use only one arm. Record the fun on your phone and share with family and friends!

Safety Reminders: Only throw underhand. Battleships must stay arm's-lengths apart.

WRAP UP

Sit down with your family in a circle or at a table and chat about the activity experience using these questions! Take turns reading a question and listen to each person's response.

- How is communicating difficult when you can't see?
- What would you do differently next time?