

# Battleships

## Overview

A competition between the leadership team and young people to play a game of Battleships. The classic game of naval combat that brings together competition, strategy, and excitement!

## Format

This session will be run using the main room & breakout rooms.

Young people will have an introduction in Zoom, covering the following:

- Reminder about behaviour.
- Reminder of the importance to follow the instructions from the leaders.
- Explanation of how the activity will work.

## Equipment

- Activity Sheet
- Pens

## General Setup

1. The Leader in Charge welcomes everyone to the meeting.
2. Ensure all young people have printed out the attachment (sent out before hand)
3. Divided into 3 Breakout Rooms for 5 minutes and allow the young people to work together to come up with their fleet placements. Each team arranges ten ships — two each of an aircraft carrier, battleship, cruiser, destroyer and submarine — on a twelve-by-twelve grid of squares.
4. Activity leader and scout teams to take it in turns calling out attempts to “sink” their opponent’s ships by calling out the squares where they believe their enemy’s ships are hiding.
5. First team to destroy their enemy ships win.
6. Most players approach the game as essentially one of chance, targeting squares at random and hoping for a “hit.” But is there a better strategy?

## Risk Assessment

1. Young people should confirm that they have a parent in the vicinity to supervise them (reminder sent in email with link and checked during introduction).
2. At least two DBS cleared adults must be present (and must be last to leave).
3. Follow the challenging behaviour process. Any issues should immediately be identified to the Event Host.