


## MY SHIPS

	和	叫	被	对于	把	关于	根据	通过
从								
到								
打								
在								
因为								
给								
同								
跟								

## Sink That Ship!




### Ship Name Key

Aircraft Carrier 

Battleship 

Cruiser 

Destroyer 

Submarine 

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- • • • • • • • • • • • • • • •
- Mark "X" if you hit enemy ship •
- • • • • • • • • • • • • • • •
- Mark "O" if you missed enemy ship •
- • • • • • • • • • • • • • • •




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Print out these ships and cut them out.  
You will place them on “MY SHIPS”  
sheet. Be careful not to let the other  
player see where you have placed them!

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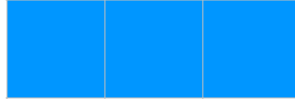
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# Parent Cheat Sheet

Chinese Character	Pinyin	English Translation
从	cóng	from...
到	dào	get to, go to, up to
打	dǎ	from, since
在	zài	at, on, in
因为	yīn wéi	because
给	gěi	give to, for, by
同	tóng	with, spoken chinese
跟	gēn	with, spoken chinese
和	hé	with, written chinese
叫	jiào	ask sb. for sth.
被	bèi	be used to do, be used for sth.
对于	duì yú	for, about, of

把	bǎ	The 把 (bǎ) sentence is a useful structure for focusing on the result or influence of an action. It's really common in Mandarin, but can feel a bit strange for English speakers at first.
关于	guān yú	about, concerning, on
根据	gēn jù	according to
通过	tōng guò	via, pass through

## DIRECTIONS:

Use a book or a piece of card stock paper to hide your battleship paper.

Cut out the “ships” and place them secretly on the MY SHIPS grid

Take turns calling out two characters — one on the x axis (horizontal words) and one on the y- axis (vertical words).

If someone hits a ship, you need to tell the other player which ship was hit (the number of tiles or the name of the ship so that the person knows the size of the ship).

The players need to tell each other if the ship was sunk (all of the boats squares were hit).

Use a marker on the “ENEMY SHIPS” grid to indicate which ships you have hit of the enemy (with an X) and which were a miss (with a O).

