



## Morse code battleships

### Work in two teams of two



You're the Communications Controllers for a navy battleship. Your job is to send missile launch commands to the ship using Morse code.

The aim of the game is to hit the opposing team's ships (ideally without your ships getting hit by missiles!)

1. Mark on your grid, with an X, where you want your **two** battleships.  
The other team will do the same.
2. Send a signal in Morse code to launch a missile. For example, send 'B4' by Morse code.
3. The other team will tell you if the missile has hit one of their battleships or if it is a miss.
4. Mark on the other grid a tick or a cross, to keep track of your missiles.
5. Keep going until one pair has hit both of the opposing team's ships.

**See overleaf for grids.**



### Did you know?

Sending long-distance radio communications by Morse code was vital during World War II, especially in carrying messages between battleships and naval bases. Using Morse code was better than the voice radio systems on ships as, back then, these were quite limited in both their range and their security.



### Morse code battleships: Your battleships

	1	2	3	4	5
	● — — — —	● ● — — —	● ● ● — —	● ● ● ● —	● ● ● ● ●
A ● —					
B — ● ● ●					
C — ● — ●					
D — ● ●					
E ●					

### Morse code battleships: Your missiles

	1	2	3	4	5
	● — — — —	● ● — — —	● ● ● — —	● ● ● ● —	● ● ● ● ●
A ● —					
B — ● ● ●					
C — ● — ●					
D — ● ●					
E ●					