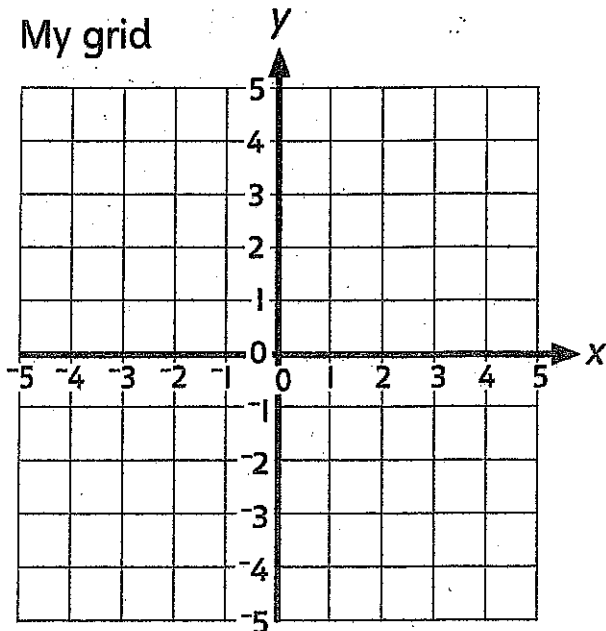


# Power play

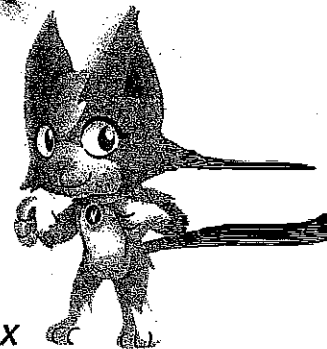
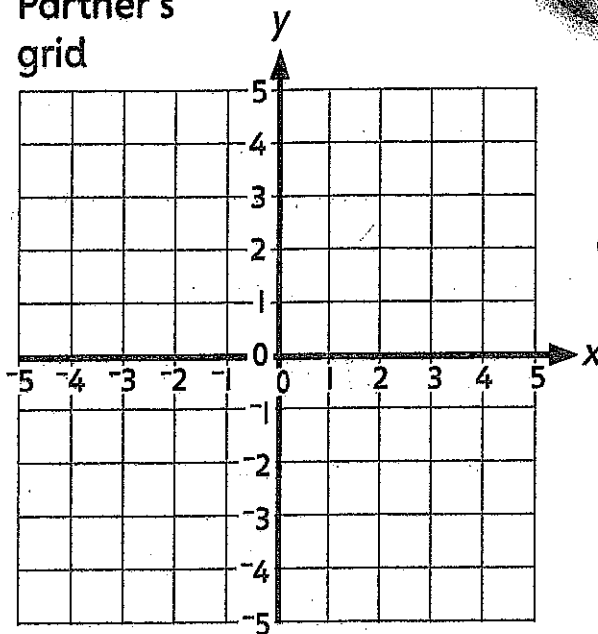
## Square battleships

You need a partner to play this game.

My grid



Partner's grid



### How to play:

- 1 Draw three squares on 'My grid'. Your partner should draw three squares on 'My grid' in their own book.
- 2 Take it in turns to guess the coordinates of the vertices of each other's squares.

Each time you guess, your partner should tell you if you have 'hit' (you have guessed a vertex correctly) or 'missed' (you have not guessed a vertex correctly).

If you have a 'hit', you should mark this vertex on the 'Partner's grid' in your book.

If you have a 'hit', you get another go.

- 3 The game ends when one player has found all the vertices of the other player's squares.

How can you use the properties of squares to help you find the other vertices of your partner's squares? Is it easier or harder if your partner's squares overlap? Why?