### Ships of War

**Introduction**

Here is an engaging vocabulary game to help students practice category words.

**Procedure**

Divide the students into teams of four or five.

Explain that the students are going to play a game of warships, but first they must choose a name for their ship, a captain and a shooter.

If necessary, brainstorm the names of famous ships with the class, e.g. the Titanic, the Black Pearl, etc.

When every team has chosen a name, ask them to choose a captain and a shooter.

The captain's job is to memorize the ship's name. The shooter's job is to memorize the names of the other ships. The remaining students in each team are the ship's crew.

Arrange all the captains in a circle. The ship's crew lines up behind their captain. The shooter is the last crew member in each line.

Give the students a category. Words from the category are used to defend ships from attack.

Give the students time to think of words associated with the category. Every student (except the shooters) must think of words.

Then, start the game by calling a ship's name.

The captain of that ship replies with a word from the category. The crewman behind the captain then says another word from the category and so on down the line until it is the shooter's turn. The shooter then calls out the name of another ship.

The captain of that ship replies with a word from the category and the process is repeated.

If a captain or crew member is too slow to reply, can't think of a word, repeats a word or the shooter calls out the wrong ship (e.g. their own ship or a ship that has already been sunk), the ship is sunk and everyone from the ship joins the crew of the ship that went before them.

When a ship has been sunk, change the category. The last warship left standing wins the game.