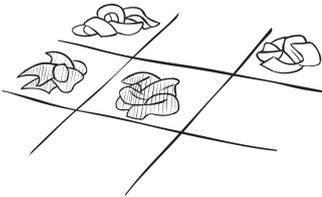


## Tic Tac Toe



### At A Glance

Highly-energetic variation of noughts & crosses.

### Benefits

- Interactive
- Highly-energetic
- Ideal for small groups
- Simple props

**Time** 2 - 5 min

### Props

- 2 sets of colourful items
- Short lengths of rope

**People** Mini 1 – 7

### Step-by-Step Instructions

1. Form small groups of 4 to 8 people.
2. Lay or draw one large Tic-Tac-Toe hatch on the ground approx 15-20 metres in front of each group.
3. Divide each small group into two smaller teams to represent the teams of Noughts and Crosses.
4. Assign and distribute one set of four coloured items to identify each team's mark.
5. When ready, instruct a representative from each team to race towards their hatch to place one

- of their coloured items inside their preferred square.
6. Upon this first person's return, each team sends out their next representative to place their next mark as quickly as possible.
  7. The members of each team continue to take turns to lay their marks on the hatch.
  8. The game continues until one team becomes the first to lay three items of the same colour in a straight line (in any direction.)
  9. If all eight marks have been placed on the hatch without result, each team will take turns to move any one of their marks into the only empty square inside the hatch until a winner can be declared.
  10. If, after a further minute of play, no winner has been declared, start over.
  11. Continue playing for several rounds.

## Popular Variations

- **Most Wins:** Continue play for 2 or 3 minutes inviting each team to record as many wins as possible in that time. As soon as a result has been declared, any one or both of the teams are responsible for clearing the hatch and returning all of the coloured items to the starting position.
- **Strategic Positioning:** Each team takes turns to lay their mark inside the hatch, meaning there is only ever one person on the other side of the designated line at any point in time. The game takes longer, but each team has more time to consider their strategy.
- **Connect Four:** Similar to the classic commercial game of Connect Four, create a large multi-squared area (eg 6 rows x 6 columns) and equip each team with many more coloured items. The first team to lay four items in row – in any direction – anywhere on the area wins.
- Take a look at Robbing The Nest to enjoy another fast-paced, competitive team event.

## Videos

[Click here to play Video](#)