

# Noughts and crosses #20

## GameProgression

1. Place into teams of 3-4. Set up 9 cones in a 3×3 square. Place 2 teams at opposite sides of the square approximately 10m away.
  2. The aim for each team is to win a game of noughts and crosses
  3. On call of 'go' each team sends one player out with a cone to place it onto one of the cones in the square. They run back and tag the next player who repeats the action.
  4. Reset game when one team wins or the game is drawn (stalemate).
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1. Can play a version when if all cones have been used players can play for a win by swapping to position of one of their cones for one of their opponents

