## Noughts and crosses

GameProgression

1. Split group into 2 equal teams. Both teams numbered. A 9 cone grid (square) is set out between them
2. Three random numbers are called, these players from each team must run out and attempt to form a line of three on cones to win noughts and crosses.
3. If two players from opposite teams stand on same cone together then they must both find a different cone.
4. Team to form a line of three first wins. Rest and play again.
5. Repeat until set score or after set time period
6. Encourage players to coach from sidelines/discuss tactics


Decision Making and Awareness: first three players to the grid enter the game

