**Tic Tac Toe**

Play with awake and sleeping bricks, to win a game of 3 in a row.

 15 min  2 participants

  

**Let’s play**

Player 1

1. Place an “AWAKE - correct reading position” brick in one of the 9 squares

Player 2

1. Place a “SLEEPING” brick in one of the 9 squares

Both players

1. Continue playing, until one player WINS by getting 3 bricks in a row (up, down, across, or diagonally)
2. If all 9 squares are full, without 3 in a row, the game is over. It is a tie.

**How to prepare**

* 1 base plate
* 10 random bricks
* 1 bowl

Divide the base plate into 9 squares to create a Tic Tac Toe grid (3x3 squares). Grid can be made using flat or thin LEGO bricks, ropes of playdough, large rubber bands…

Place 10 random bricks in the bowl.

**Facilitation tips**

* Preliminary exercise: explain the difference between “sleeping” and “awake bricks”
* Try this activity on a raised paper
* Explain the concept of directions: up, down, across, diagonally
* Making a grid that does not merge with the bricks of the game is important so that there is no interference during tactile exploration.

**Possible variations**

* Increase the size of the board to 4-by-4 (4 in a row), 5-by-5, or even up to a 20-by-20 grid.
* Change the size of the squares, and/or base plate
* Use another kind/shape of LEGO brick for player 2

**Children will develop these holistic skills**

COGNITIVE - Engage in an approach, observe, question, manipulate, experiment, make hypotheses, by utilizing familiar mathematical tools or procedure

EMOTIONAL - Follow courteous behavior: Interrupt a speaker in a socially acceptable manner when necessary

CREATIVE - Put into words procedures in peer-to-peer exchanges

PHYSICAL - Discover the “spatial organization of a page”: Take reference points in the page

SOCIAL - Engage in game, pretend play activities, verbal play with peers

**Did you know**

* Cognitive skills - concentration, problem solving, and flexible thinking by learning to tackle complex tasks and building effective strategies to identify solutions.