

TIC-TAC-DICE

Purpose: To win individual rounds of tic-tac-toe by placing enough marker flags (or other objects) into designated squares to win those squares and thereby get three in a row.

Set-up: Place a tic-tac-toe grid on the ground (we used pool noodles joined by PVC connectors), and then place a cone a set distance from all four sides of the grid. At each cone, there needs to be one large dice and plenty of marker flags (two colors—one color at two cones each).

Play: At the whistle, all four sides participate simultaneously. Standing at each cone, players roll the dice (you can set a distance to roll past to avoid the ability to roll certain numbers) and grab a flag. Based on their perspective looking at the grid, if the dice ends up being a 1 or 2, the player will place a flag anywhere in the left column (any 3 squares). If the dice is a 3 or 4, place a flag in the center column. If the dice is a 5 or 6, place a flag in the right column. The players run out to place the flag, run back, grab the dice, and hand it to the next player in line. This process continues relay-style until the whistle blows again. Whichever team has the most flags placed in a square will claim that square; if the number of different flags is the same, the square remains open. If three squares in a row are claimed by one team, the round is over. Otherwise, hold a bonus round where flags can only be placed in open squares. (The number designations still apply.) At the end of the round or if there is no clear three-in-a row winner, whoever has the most squares wins the round.

Variations: Designated single squares (one at a time)
Two dice (and runners) per side

Two teams per side

