Noughts and Crosses

Partner up and have a go at playing noughts and crosses.

Answer the following questions:

1. Is it possible to force a win?
2. What is the best move?
3. How many ways to end are there?

Player 1’s first move = A3

Player 2’s first move = B2

Player 1’s next move = A1

|  |  |  |
| --- | --- | --- |
| A1 | A2 | A3 |
| B1 | B2 | B3 |
| C1 | C2 | C3 |

|  |  |  |
| --- | --- | --- |
|  |  | X |
|  |  |  |
|  |  |  |

|  |  |  |
| --- | --- | --- |
|  |  | X |
|  | O |  |
|  |  |  |

|  |  |  |
| --- | --- | --- |
| X |  | X |
|  | O |  |
|  |  |  |

Draw

Brainstorm at least ONE strategy that if you use it, you will win noughts and crosses all/most of the time.

Maths is the only place where there is absolute proof.

Mathematicians do not just sit around, writing things out of text books. They go out in to the real world and solve problems using Mathematics.