

# Tic Tac Toe Ten = Levels F-3

GRATITUDE



To practise number recognition, counting, and simple adding while encouraging teamwork, movement, and gratitude reflection.



## Learning Intentions

Students aim to explore why kindness is important for themselves and others.



### Strategic Thinking:

Students develop their strategic mind by placing numbers carefully to make sums of ten.

### Stay Active:

Students aim to participate in fitness challenges with energy and effort.

### Reflect and Be Grateful:

Students look to share positive reflections about themselves, others, and their futures.



## Success Criteria

I can roll the dice and place the number correctly on the grid.



I can join in and complete the movement activity.



I can share something positive or kind during reflection.



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**Duration:** 10–15 minutes

## **Objective**

To practise number recognition, counting, and simple adding while encouraging teamwork, movement, and gratitude reflection.

## **Players**

2 players or small groups.

## **Materials**

- One six-sided dice
- A tic-tac-toe grid (3×3 squares)
- Paper and pencil (optional for scoring)

## **Setup**

- Draw a simple 3×3 tic-tac-toe grid on paper, whiteboard, or the ground.
- Have one dice ready to roll.

## **Gameplay / Activity Steps**

### **1. Roll and Place**

- Players take turns rolling the dice.
- The number rolled is placed into an empty square on the tic-tac-toe grid.

### **2. Making Ten**

- The aim is to get **three numbers in a row** (horizontally, vertically, or diagonally) that add up to **ten**.
- If the numbers don't make ten, keep playing until a successful row is completed or the game ends in a draw with no boxes left to play into.

### **3. Movement and Reflection**

- The **winner** of the round answers a gratitude/reflection question (see list below).
- The **other player(s)** complete a short body movement activity.

### **4. Winner's Roll:** Once a player has successfully made a line of 3 boxes adding up to ten they then roll the dice and answer a positive reflection question.

**Loser's Roll:** The player who lost the game rolls the dice and completes a bodyweight exercise that is linked to the list of exercises below.



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## Reflection Questions (Winner Rolls the Dice)

1. Who is someone you are grateful for today?
2. What is one thing that made you smile this week?
3. What is something you are proud of?
4. What is your favourite place that makes you happy?
5. What is something kind you did for someone?
6. What is something kind someone did for you?

## Movement Challenges (Other Player Rolls the Dice)

1. 5 star jumps
2. 5 squats
3. 5 hops on one foot
4. 5 toe touches
5. 5 arm circles
6. 5 silly dance moves

## Winning the Game

- The game continues for 10–15 minutes.
- Everyone is a winner when they have had a chance to move, laugh, and reflect on something positive.

## Variations

- **Classroom Edition:** Play in pairs on mini whiteboards and share reflections aloud.
- **Outdoor Edition:** Draw the tic-tac-toe grid on the ground with chalk and place beanbags as numbers.
- **Family Edition:** Parents and children play together, sharing reflections and enjoying movement challenges as a family.

## For Wheelchair Users / Accessibility

- Replace movements with arm-based activities (e.g., arm raises, claps, shoulder rolls).
- Allow students to give verbal answers, use symbols, or draw reflections.
- Ensure grids and dice are accessible at their level.

## Notes for Inclusion

- Allow numbers to be drawn, written, or represented with objects (counters, blocks).
- Give sentence starters for reflections such as “I am grateful for...” or “I feel proud because...”.
- Celebrate effort, teamwork, and kindness, not just winning rows of ten.

