

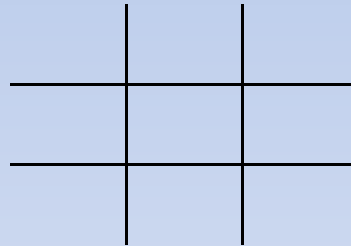
Noughts and Crosses

Play three games of this with a partner

A reminder of how to play:

One of you is noughts (O) and the other is crosses (X).

Draw a grid like this:



Take it in turns to put a O or a X (depending on who you are) into a square on the grid.

The object of the game:

is to get three noughts or three crosses in a row, either horizontally, vertically or diagonally.

Who won more games, the person who was a nought or the person who was a cross?

Hold a class vote to see whether noughts or crosses won more times.

So, looking at the results, do you think it matters whether you are a nought or a cross?

What did you have to do to win the game?

Is *Noughts and Crosses* a game of skill or chance? Explain your ideas.

Why would someone call their novel
Noughts and Crosses?

Thinking about the game you've just
played, what do you think the book might
be about?

The novel is about two groups of people: one group thinks they are superior to the other and organise their country accordingly.

Which group do you think will be the one that is treated as inferior?

Why?

What do you think the author's message might be, in calling her novel *Noughts and Crosses*?