



The intelligent piece of paper

I am a highly intelligent piece of paper.

Let's play noughts and crosses. I am X (crosses), and I go first.

Move 1:

Place an X in a corner.

Move 2:

IF the other player did not place an O in the opposite corner

THEN place an X in the opposite corner to move 1.

ELSE place an X in a free corner.

Move 3:

IF there are 2 Xs and a space in a line

THEN place an X in the free space on that line.

ELSE IF there are 2 Os and a space in a line

THEN place an X in that space.

ELSE place an X in a free corner.

Move 4:

IF there are 2 Xs and a space in a line

THEN place an X in the free space on that line.

ELSE IF there are 2 Os and a space in a line

THEN place an X in that space.

ELSE place an X in a free corner.

Move 5:

Place an X in the free space.

‘The intelligent piece of paper’ is an adapted version of an activity created by Peter McOwan and Paul Curzon of Queen Mary University of London with support from EPSRC and Google:

<https://teachinglondoncomputing.org/resources/inspiring-unplugged-classroom-activities/the-intelligent-piece-of-paper-activity/>



This resource is licensed by the [Raspberry Pi Foundation](https://www.raspberrypi.org/) under a Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International Public License (CC BY-NC-ND 4.0). For more information on this licence, see creativecommons.org/licenses/by-nc-nd/4.0/.