

Activity Type

Spelling activity, group work

Focus

Vocabulary

Aim

To play hangman by guessing consonants.

Preparation

None

Level

Any

Time

15 minutes

Introduction

This hangman game helps to introduce or revise vocabulary.

Procedure

Divide the students into two to four teams.

Draw a blank for each letter in the word you wish to introduce or review on the board.

Teams take it in turns to choose a consonant. If the consonant is in the word, the team scores one point.

The team can then buy a vowel for one point and guess the word or save the point to be used again later in the game.

Correct vowels do not earn points.

If a consonant isn't in the word or a team saves a point, play passes to the next team.

If a team has points they haven't used, they can use them only after correctly guessing a consonant.

The first team to guess the word wins.

Play several rounds to find the overall winning team.

Note: This resource can be edited using a PDF editor.