



TOPIC: Adaptable  
GRADE LEVEL: Adaptable  
TIME: 30 min.

## HANGMAN

**OBJECTIVE:** The student will review vocabulary related to a particular curriculum subject or area.

### MATERIALS NEEDED:

1. Paper and pencils.
2. A class reference, usually a textbook.
3. Chalkboard.

### PROCEDURE:

1. Instruct the students to look at the reference being used, reminding them they may only use the parts of the book that have been studied.
2. Brainstorm some example vocabulary words related to a particular subject area with the students and record them on the board, i.e. if you are teaching a general math class, words could include equation, percentage, calculator, multiplication, etc.
3. If students are familiar with the game of Hangman, divide them into partners and allow them to begin playing the game using related vocabulary words of their own selection - being sure to remind them to check their words for correct spelling.
4. If necessary, play an example game with the students by selecting one of the brainstormed words and drawing its pattern on the chalkboard along with the hanging post, i.e.:

Proceed to let students take turns guessing letters, recording correct letters on the corresponding blank, incorrect letters on another space, and drawing the stick person's body parts suspended from the hanging post, i.e., the selected word is calculator. Student 1 guesses the letter "A". You record the letter in the corresponding blank spaces:



Student 2 guesses the letter "N". You write the letter in the space designated for incorrect letters and draw the stick person's head.

5. Continue playing the example game until the stick person is complete - including head, trunk, arms, hands, legs, feet, eyes, and mouth. The game is over when a total of thirteen incorrect letters are used, or someone guesses the correct word.
6. Follow procedure step 3.
7. Each student keeps track of the games they win.
8. Allow students to change partners periodically.
9. Allow the activity to continue as long as time and student interest allow.

