



Hangman

Hangman is an engaging and educational game that can enhance your weekly spelling practice or be used for revision.

Rules

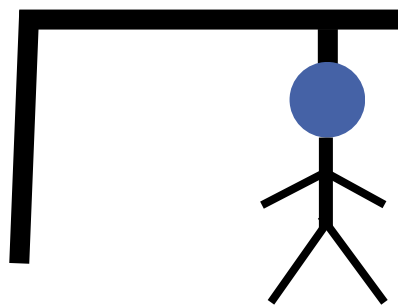
To play, choose one of the twelve words you're learning, such as "information," which has eleven letters.

Draw eleven blank lines, as shown in the image below. The goal is for the student to guess the letters and identify the word. For each incorrect guess, note the letter on the board or page, marking it with an "X" to avoid repetition.

Encourage the student to start with vowels, as they are commonly found in words. As they guess incorrectly, begin drawing the hangman, starting with the head, then the body, arms, and legs. For longer words, if required, you can add facial features like eyes, a nose, and a mouth. This method makes spelling practice more interactive and enjoyable.

Allow each student an opportunity to call out a letter.

Example



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