

Activity Type

Spelling activity, group work

Language Focus

Vocabulary

Aim

To play hangman by guessing consonants

Preparation

None

Level

Any

Time

15 minutes

Introduction

This hangman game helps to revise or introduce vocabulary.

Procedure

Divide the students into two to four teams.

Think of a word and draw a blank for each letter in the word on the board.

Explain that the students are going to play a game of hangman by guessing consonants and buying vowels with points they earn from correctly guessed letters.

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

The team can then continue their turn by buying a vowel for one point and guessing the word, or they can save the point and guess another consonant on their next turn. Correct vowels do not earn points.

If a consonant isn't in the word, 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.