Introduction

This version of hangman is ideal for practicing parts of speech, sentence structure and grammar.

Procedure

Arrange the class into two to four teams.

Think of a sentence containing the language point you wish to introduce or revise.

Draw a line on the board for each word in the sentence and number each line.

Example: He ran really fast.

1 2 3 4

_____ _____ _____ _____

Teams then take it in turns to choose a number and you give them a clue for the word, e.g. 'It's a verb.'

The team then guesses the missing word.

If the team correctly guesses the word, they score one point and the word is written in the space.

If not, the next team can ask for a second clue or choose another number. If they ask for the same number again, you give another clue, e.g. 'The verb is in the past simple tense.'

You should try to have at least three clues for each word with each clue getting gradually easier.

After the sentence has been guessed correctly, you may go on to focus on the language point illustrated in the sentence.

Then, repeat the game with other examples of the language point.

The team with the most points at the end of the game wins.