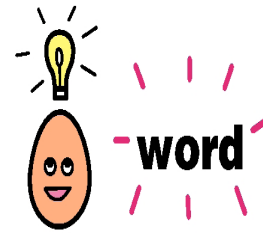




## 3.3 Topic Hangman

Guess the letters that you think might be in a mystery word and try to guess what the word is before the hangman is drawn!



### Communication Aims

- Guess the letters in the mystery word and communicate them to your Helper using your Talker;
- Practise your phonics and literacy skills to decode the mystery word;
- Guess the mystery word using methods such as letter matching and word recognition.

### How to Play:

**Who: 1 or more Players, with a Helper 'Hangman writer' to facilitate.**

- The Helper comes up with a mystery word linked to a topic and gives the Player(s) a clue by telling them the topic e.g. this is a food;
- The Player(s) take it in turns to guess a letter from the mystery word;
- The Helper fills in the letter as many times as it appears in the word or, if it does not appear, draws the first part of the hangman then writes and scores out the letter on the Smart Board or wherever it is being drawn;
- The Player(s) continue to take it in turns to guess letters until either someone guesses the word correctly or the hangman is drawn;
- Points are collected by the Players for a correct guess;
- If there are two or more Players, you could have the first to 5 or 10 points, depending on time.

### What You Need

- An alphabet, keyboard or letters page available on the Talker;
- Topic vocabulary on the Talker for guessing the mystery word;
- Something e.g. Smart Board, blackboard, Flip chart for drawing out the Hangman on;
- A small prize as a reward for winning the game e.g. stickers, key-rings, a 'token' for time to do a favourite activity.

## Vocabulary

- Set vocabulary for the game e.g. *Does it have a ....?* (followed by a letter) *I Know it, Can I guess? Oh no it's too late! Can you put that word on my Talker?;*
- Letters of the alphabet for guessing the word (alphabet page, or keyboard page perhaps);
- Topic vocabulary like foods, places, clothes, kitchen utensils, pop singers etc. for guessing the whole word.

## Hints and Tips

This game requires the Player(s) to have some literacy and phonic skills. If the Player's spelling is quite good, they may only need to use their keyboard or alphabet page as they can spell out their guesses at the mystery word (rather than using topic page vocabulary).

- Players with more emergent literacy skills (i.e. not able to spell out individual words) could have their topic vocabulary page in front of them and play by using letter matching and letter order within the word e.g. if the topic was 'the kitchen' the word was 'knife' and the first letter revealed was \_\_\_f\_ they would need to know that 'fork' wasn't a possibility (as it does have an 'f' in it, but in a different position - it also has fewer letters);
- If Players do have emergent literacy skills, the Helper would need to know what is on their topic page(s) so you could pick a word that all the Player(s) can access and guess.

### Variations -

- You could play this game using seasonal vocabulary e.g. Easter words, Christmas words, Spring words, Autumn words etc;
- You could also use current reading book words in order to make this activity more curriculum based;
- Using words from current topics or class themes e.g. the Vikings is also a good way of consolidating the language needed for the topic.