

Don't let the sharks eat you! (A version of Hangman)

A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z



Type of activity: *Whole class* – each student should participate in turn. *Pairs* – students swap roles after each word has been guessed correctly.

Levels: All

Learning outcome: Consolidating newly learnt vocabulary; using the alphabet; word identification; spelling.

Method

1. Divide the class group into two teams or pairs.
2. Team 1 /student 1 decides on a word and puts lines on the board to indicate the number of letters in the word. e.g. _ _ _ _ _ .
The word should be selected from recently learnt vocabulary which is familiar to all the class (textbook or vocabulary list).
3. The first student from Team 2 guesses a letter. If the letter is contained in the word, then a student from Team 1 writes it in the correct position.
4. If the letter is not in the word, then the student from Team 2 gets two more chances to name a letter before falling into the sharks.
5. If playing with teams, another student from Team 2 takes over and guesses a letter.
6. When some of the gaps have been filled, students from Team 2 should confer and try to identify the word.
7. **Scoring:** The team / student that is guessing the word gets additional points for identifying the word before all gaps have been filled. e.g. 2 points if all gaps have been filled; 3 points if more than $\frac{1}{2}$ have been filled; 4 points if less than $\frac{1}{2}$ have been filled.

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