

31. Hangman

This classic game is a favorite for all students but it can get boring quite quickly. This game is best used for 5 minutes at the start to warm the class up or 5 minutes at the end if you've got some time left over. It works no matter how many students are in the class.

Think of a word and write the number of letters on the board using dashes to show many letters there are.

Ask students to suggest a letter. If it appears in the word, write it in all of the correct spaces. If the letter does not appear in the word, write it off to the side and begin drawing the image of a hanging man. Continue until the students guess the word correctly (they win) or you complete the diagram (you win).

