

## Activity Type

Spelling activity, group work

## Focus

Vocabulary or grammar revision

## Aim

To guess letters in words, phrases or sentences and then roll a dice to try to win points.

## Preparation

A large dice

## Level

Any

## Time

20 minutes

## Introduction

In this fun hangman game, students guess letters in words, phrases or sentences and then roll a dice to try to win points.

## Procedure

Divide the students into three teams.

Draw the six sides of a dice on the board and assign the following value to each number:

1 = 10 points	4 = Bankrupt
2 = 20 points	5 = Play again
3 = 30 points	6 = 100 points

Draw a hangman style clue on the board. The clue can be a word, phrase or complete sentence.

The first team chooses a letter and then rolls the dice. If you can, use an oversized dice, the bigger the better.

If the letter appears in the clue, the team scores the assigned value for every occurrence of the letter.

If the letter doesn't appear in the clue, play passes to the next team and no value is assigned.

When a hangman clue has been correctly guessed, the points scored by each team are safe and can't be rubbed out if bankrupt.

Play several rounds. The team with the highest score at the end of the game is the winner.