

Build a Person or "Hangman"



- Choose five words for a child to name and spell correctly
- The parent selects a word and, using a dry erase board or paper/pencil, writes one underline dash for each letter of the word to spell (for example, if the word is "this," it would be: _ _ _ _)
- Child guesses a letter he or she would use to spell that word.
- If the letter is in the word, parent writes it on the line corresponding to that letter's place within the word (example: _ _ _ s).
- If the letter is not in the word, parent draws a circle which will represent the head of the person, and writes the "wrong" letter named next to the head
- Child guesses another letter and parent puts that letter on the line if it is correct. If incorrect, parent adds a neck to the drawing of the person.
- Playing of the game continues until child either correctly spells and reads the word to the parent, or ends when a complete person (such as head, neck, trunk, two arms and two legs, or seven guesses) is drawn
- If the word is longer than four or five letters, consider adding hands, feet, eyes, nose, and mouth to give more opportunities to guess the word chosen.