

## Activity Hangman or "Don't Crash the Car"

### Goals

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- To settle students into the start of class and focus their attention.
- To reinforce terms, ideas or vocabulary.

### Equipment/ Materials/Costs

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- A 'cash and prizes' box for winning teams to pick from. Stock it with giveaways collected from conferences as well as small snacks or candy. A plastic shoe box works well.
- Fold paper money and slip it under the flap of full size airhead bars, and tape. \$1s, \$5s, \$10s. (Only 1 cash prize per quarter class!)
- 3x5 index cards for team names.

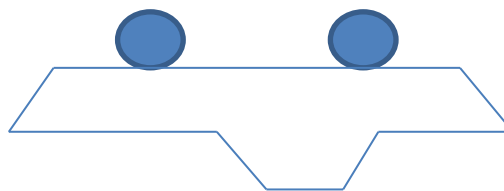
Time 5-10 minutes depending on how it takes students to solve the puzzle. Classes #2 - 11

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### Description

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- On the first class have students, in teams of two, choose a team name and write it on their index card. Trash talking is encouraged for this activity.
- The number of teams can be split up into groups of 3 or 4 so a smaller number of teams play each class. Take turns. Label the cards 1's 2's or 3's, depending on the number of teams. Take turns playing (1's play today, 2's next class for example)
- Be sure to have a phrase for each class.
- To play "Don't crash the car" instead of "hangman" draw the following car with each circle or line counting for a missed letter - up to 10 letters.



### Notes and Challenges

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Keeping those who are not playing quiet! Agree to the rules at the beginning. Do winners get to play again next time, or do they sit out till everyone wins. Remind students 'G Rated' classroom so choose appropriate team names.

### Origin

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Clearly adopted from a children's game by Sharon Cameron