

Cells and Systems Hangman

Living things share common structures and processes even though they come in every imaginable size and shape ([Topic](#)). This hangman game reviews key vocabulary from the Cells and Systems unit: how an organism is organized, how it reacts to stimuli in its environment, and what special parts, such as the chloroplast and the vacuole, let plant cells do their jobs ([Outcome](#), [Outcome](#)). Work through each round to test how well you know the language of cells before your next class discussion.

How to play

- There are 4 words to guess, one per round. Each blank stands for one letter.
- Guess one letter at a time. If it is in the word, write it in every blank where it belongs; if not, write it in the wrong-guess spaces.
- You have 6 wrong guesses per round. Use the clue when you are stuck. The answer key gives all 4 words.

Puzzles

Round 1 (8 letters)

O _ _ _ _ _ _ _

Clue: Any living thing studied for its structure, function, and organization

Wrong guesses: _ _ _ _ _ _ _

Round 2 (7 letters)

S _ _ _ _ _ _

Clue: Things in the environment that a living thing responds to

Wrong guesses: _ _ _ _ _ _ _

Round 3 (11 letters)

C _ _ _ _ _ _ _ _ _ _

Clue: A plant cell part that captures energy from the sun

Wrong guesses: _ _ _ _ _ _ _

Round 4 (7 letters)

V _ _ _ _ _ _

Clue: A cell part that stores water and other substances

Wrong guesses: _ _ _ _ _ _ _

Answer key

- Round 1: **ORGANISM**
- Round 2: **STIMULI**
- Round 3: **CHLOROPLAST**
- Round 4: **VACUOLE**

Note: 2 learning outcome blocks were left out to fit the 4000-token curriculum budget for this kind of material. Use "Split into parts" to generate one document per organizing idea.

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