

Hangman: Comprehension of Texts

In Grade 6, students grow as readers by using strategies like inferring, summarizing, and evaluating to understand texts ([Knowledge](#), [Skills](#)). Strong readers look for context clues, notice what the author thinks, and watch for bias that might change how information is shown ([Knowledge](#), [Knowledge](#)). This game reviews four words from that work. The words are about analyzing texts carefully and reading with a critical eye ([Knowledge](#), [Understanding](#), [Skills](#)).

How to play

Work with a partner or small group. One player picks a word from the answer key. That player draws one blank line for each letter. The other players take turns guessing letters.

- If a guessed letter is in the word, write it on every blank where it appears.
- If the letter is not in the word, add one part to the hangman drawing (or make a tally mark if you are not drawing).
- Players lose the round if the drawing is completed (usually after 6 or 7 wrong guesses) before the word is solved.
- Use the clue beside each puzzle if your group wants a hint.
- Take turns being the word-picker so everyone gets a chance to guess.

Round 1 (9 letters)

A _ _ _ _ _ _ _ _ _

Clue: Looking at ideas and information in a text closely and separately ([Knowledge](#))

Wrong guesses: _ _ _ _ _

Round 2 (4 letters)

B _ _ _

Clue: Favoring one thing or person over another in a way that is unfair ([Knowledge](#))

Wrong guesses: _ _ _ _ _

Round 3 (7 letters)

C _ _ _ _ _ _

Clue: The circumstances or setting that surround and influence a text or story ([Knowledge](#))

Wrong guesses: _ _ _ _ _

Round 4 (11 letters)

P _ _ _ _ _ _ _ _ _ _ _

Clue: A particular way of viewing or understanding something based on experience and beliefs ([Knowledge](#))

Wrong guesses: _ _ _ _ _

Answer key

- Round 1: **ANALYZING**

- Round 2: **BIAS**
- Round 3: **CONTEXT**
- Round 4: **PERSPECTIVE**

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