

Hangman: Sounds and Letters

This hangman game gives you practice with phonics, the way letters and sounds work together to make words ([Topic](#), [Outcome](#)). Grade 1 readers learn to spot upper case and lower case letters, hear vowel sounds, and notice how a word changes at its ending ([Details](#)). Every word in this game connects to those skills. Guess the letters. Build the word. Have fun!

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 (6 letters)

E _ _ _ _ _

Clue: The very last part of a word

Wrong guesses: _ _ _ _ _

Round 2 (5 letters)

U _ _ _ _

Clue: The bigger kind of letter, like A instead of a

Wrong guesses: _ _ _ _ _

Round 3 (5 letters)

V _ _ _ _

Clue: A, E, I, O, or U

Wrong guesses: _ _ _ _ _

Round 4 (4 letters)

W _ _ _

Clue: A group of letters that means something when you read it

Wrong guesses: _ _ _ _ _

Answer key

- Round 1: **ENDING**
- Round 2: **UPPER**
- Round 3: **VOWEL**
- Round 4: **WORD**