

Comprehending and Responding to Texts: Hangman

This hangman game reviews key terms for close reading and critical response in ELA 30-1. Discerning a text's purpose and evaluating a presenter's effectiveness both depend on recognizing when a text's stated content and its underlying implication diverge ([Outcome](#), [Outcome](#)). Strong analytical writing also depends on precise, discipline-specific vocabulary: terms such as those used to describe an author's implied meaning beneath the literal words, a recurring image or idea tied to theme, or a mode that uses irony to expose folly, all appear in the specific outcomes for understanding and appreciating textual elements and techniques ([Outcome](#), [Outcome](#)). Assessing a speaker's or writer's trustworthiness is itself a named skill, tied directly to how performance and content interact to shape audience acceptance ([Outcome](#)). Working through these terms prepares you to name the devices you already notice when you read closely.

How to play

Each puzzle presents a blanked-out word with a definition or context clue drawn from ELA 30-1 outcomes. Guess one letter at a time.

Work alone or with a partner. For each word:

1. Read the clue before guessing.
2. Say or write one letter. If it appears in the word, fill in every blank where it occurs. If it does not, add one segment to the hangman sketch (or track a wrong-guess count on paper).
3. You may make up to six incorrect guesses per word before it is revealed.
4. Try to solve each word using the fewest possible incorrect guesses.

After completing all puzzles, check your answers against the key. For any word you missed, write a one-sentence explanation of what the term means and locate one example of it in a text you have studied this semester.

Puzzles

Round 1 (11 letters)

C _ _ _ _ _ _ _ _ _ _ _

Clue: The quality of being trusted or believed by an audience.

Wrong guesses: _ _ _ _ _

Round 2 (7 letters)

S _ _ _ _ _ _

Clue: Underlying meaning not directly stated in a text.

Wrong guesses: _ _ _ _ _

Round 3 (6 letters)

S _ _ _ _ _

Clue: The use of humour or exaggeration to criticize or mock something.

Wrong guesses: ____ ____ ____ ____ ____

Round 4 (5 letters)

M _ _ _ _

Clue: A recurring image, idea or pattern that develops theme throughout a text.

Wrong guesses: ____ ____ ____ ____ ____

Answer key

- Round 1: **CREDIBILITY**
- Round 2: **SUBTEXT**
- Round 3: **SATIRE**
- Round 4: **MOTIF**