

Hangman: Reading and Responding to Texts

This game reviews vocabulary that Grade 9 readers need when they dig into a text and explain what it means. Good readers do more than decode words on a page: they interpret ideas using their own experience ([Outcome](#)), notice how imagery and metaphor build mood and meaning ([Outcome](#)), and weigh the credibility of characters and plot before deciding whether a text works ([Outcome](#)). The words in this puzzle come straight from that toolkit.

How to play

- Work with a partner or small group.
- One player picks a puzzle below and keeps the answer key hidden.
- The rest of the group guesses one letter at a time.
- Each correct letter fills in every matching blank in the word. Each wrong letter costs one part of the hangman drawing (head, body, arm, arm, leg, leg: six wrong guesses allowed).
- If the group completes the word before the drawing is finished, they win that round.
- Use the clue for each word only if the group is stuck after three wrong guesses.
- After each round, discuss the clue and connect the word to a text your class has read recently. This step matters more than winning: understanding the term is the real goal.

Puzzles

Round 1 (9 letters)

I _ _ _ _ _ _ _ _ _

Clue: To explain the meaning of something you have read or observed

Wrong guesses: _ _ _ _ _ _ _ _ _

Round 2 (8 letters)

M _ _ _ _ _ _ _ _

Clue: A comparison between two unlike things without using like or as

Wrong guesses: _ _ _ _ _ _ _ _ _

Round 3 (7 letters)

I _ _ _ _ _ _ _

Clue: Language that creates pictures in the reader's mind through sensory details

Wrong guesses: _ _ _ _ _ _ _ _ _

Round 4 (11 letters)

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

Clue: The quality of being believable or trustworthy

Wrong guesses: _ _ _ _ _ _ _ _ _ _ _

Answer key

- Round 1: **INTERPRET**
- Round 2: **METAPHOR**
- Round 3: **IMAGERY**
- Round 4: **CREDIBILITY**