

# Movement, Teamwork, and Conflict Resolution Hangman

In grade 6, students learn to change and use movement patterns in controlled and dynamic physical activities ([Outcome](#)) and understand how solving conflicts helps people enjoy physical activity ([Outcome](#)). Movement patterns can be changed using CREATIVITY ([Understanding](#)). They can be practiced in CONTROLLED activities that let you repeat skills many times ([Knowledge](#)). They can be put together in a SEQUENCE of combined movements ([Understanding](#)). They can be done in response to a STIMULUS like a sound, something you see, or a partner's movement ([Knowledge](#)). This game helps you learn these words. It also teaches the words teams use to work through disagreement and keep playing well together.

## How to play

Work with a partner or in a small group. One player picks a word from the puzzle set and keeps it hidden. The other players guess one letter at a time.

For each correct letter, fill it into every blank where it belongs. For each incorrect letter, add one part to the hangman drawing (head, body, arms, legs). If the drawing is completed before the word is guessed, that round goes to the word-keeper.

Each puzzle includes a clue from grade 6 Physical Education and Wellness. Read the clue before guessing to connect the word to what it means in class. Take turns being the word-keeper so everyone gets to guess.

## Puzzles

### Round 1 (10 letters)

C \_ \_ \_ \_ \_ \_ \_ \_ \_ \_

Clue: The ability to come up with new and original movements and ideas ([Knowledge](#)).

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

### Round 2 (10 letters)

C \_ \_ \_ \_ \_ \_ \_ \_ \_ \_

Clue: Physical activities that are structured and allow for repeated practice ([Knowledge](#)).

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

### Round 3 (8 letters)

S \_ \_ \_ \_ \_ \_ \_

Clue: A series of movements arranged in a particular order ([Understanding](#)).

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

### Round 4 (8 letters)

S \_ \_ \_ \_ \_ \_ \_

Clue: A signal or trigger that causes the body to move in response ([Knowledge](#)).

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

## Answer key

- Round 1: **CREATIVITY**
- Round 2: **CONTROLLED**
- Round 3: **SEQUENCE**
- Round 4: **STIMULUS**