

Inventors hang man

Objective: Students will engage in playing a game of hangman to learn about inventors and their inventions

Materials:

1. Chalk board or dry erase board
2. paper
3. pencils.

Time: 1 Hour

Leader's Note:

1. Tell students, they will play hangman to learn about inventors of common products
2. Break the students into groups of 3 or 4.
3. On the dry erase board or chalk board create several spaces.
4. Each space should represent the letter of the missing inventor. For example, for Madame CJ Walker, there should be 14 spaces. ----- -- -----.
5. Draw a hangman chart for each group. They can name the hangman if preferred.
6. Tell the groups that they must give you a letter that they wish to place on the board. Each group gets a turn.
7. If the letter belongs, then place it in the correct spot.
7. If the letter does not belong, write the letter towards the side of the board.
8. Every time a student gives a letter that does not belong, write this letter to the side and draw a body part on that group's hang man.
9. If the stick figure hang man is complete before the word is solved then the game is lost and you can reveal the answer. (Hangman diagram is below)
10. The group that guesses the word will get a point.
11. Play the game again. The next word you will use is the inventor's invention.
12. Go through this game five times using the five examples given below.

- Round One inventor - Garrett A Morgan
Round One invention – Traffic Light

- Round Two inventor – George Washington Carver
Round Two invention – Peanut Butter

- Round Three inventor – Schuyler Skaats Wheeler
- Round Three invention - Fan

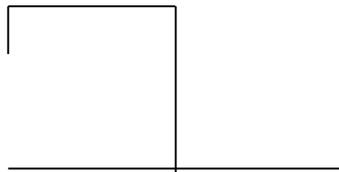
- Round Four inventor – Ives W. McGaffrey
- Round Four invention – Vacuum cleaner

- Round Five inventor – Josephine Cochrane
- Round Five invention – Dishwasher

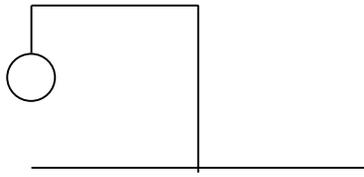
13. Once you have gone through the game using the examples given, allow the students to break off into two groups. (Research can be done in books or computer)
14. Give each group ten minute to come up with a list of inventions and inventors to use in their Hang Man game.
15. Be sure to remind them that they must know the inventor of any inventions they choose.
16. Allow the groups to play for at least five rounds.
17. The group that came up with the invention and inventor cannot play that particular round. They can facilitate the game during this round.
18. The instructor must ensure there are no duplicate inventor and inventions in this game.
19. Tell students to keep the information they have researched. They will use this information for the following class.

Hangman Diagram

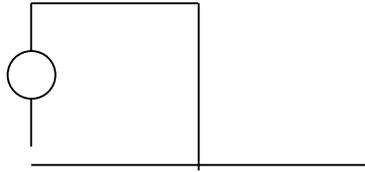
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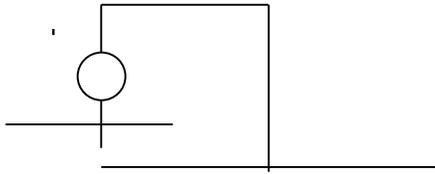
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3



4



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