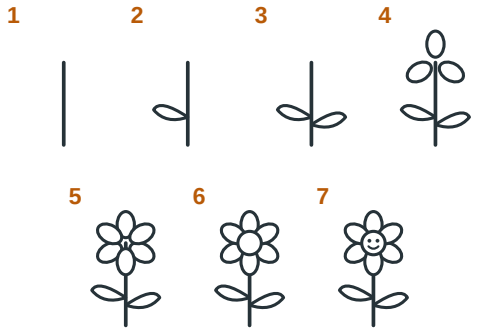
Blank Hangman Game Sheet with Score Table

Four rounds for your own words (spelling lists work great) and a score table.

How to Play

1. Take turns being the word-giver. Write a clue and one dash per letter.
2. Guess one letter at a time; cross letters off the alphabet.
3. Each wrong letter adds a part to the flower. All 7 parts drawn: the word-giver wins the round.
4. Guessed it? Score 1 point for every flower part that is still missing. Write points in the table.

Wrong letter? Add one part to the flower.



draw the flower here

Round 1

Clue: _____

Word (one dash per letter):

_____

A B C D E F G H I
J K L M N O P Q R
S T U V W X Y Z

draw the flower here

Round 2

Clue: _____

Word (one dash per letter):

_____

A B C D E F G H I
J K L M N O P Q R
S T U V W X Y Z

draw the flower here

Round 3

Clue: _____

Word (one dash per letter):

_____

A B C D E F G H I
J K L M N O P Q R
S T U V W X Y Z

draw the flower here

Round 4

Clue: _____

Word (one dash per letter):

_____

A B C D E F G H I
J K L M N O P Q R
S T U V W X Y Z

Score table

Player	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Total