

Small Learning Unit (SLU)

Hangman Multiplayer App

Learning outcomes:

Participants will rapidly improve their spelling and/or increase their vocabulary (e.g. basic English) and learn how to use functions of their mobile phones confidently

Step 1 / Attraction

To attract the learners to the game, hangman can be played traditionally using paper and pen or a blackboard. Explain that no matter where you are at the moment (and your colleagues) Hangman can still be played by using an app. Introduce participant to an easy to use mobile phone app that can be downloaded from the app store

Step 2 / Content and Conditions

Assist participants in downloading the agreed hangman app from Google Play Store or iTunes
Maybe agree on a list of previously learnt words.

Step 3 / Action

Play Hangman alone, in pairs, or in the multiplayer version



<http://www.topapps.net/apple-ios/top-multi-player-ios-games.html/>

Step 4 / Feedback and Response

Feedback is immediate. If you manage to find out the word you will be rewarded

Step 5 / Resume and Share

Try to beat the high-score. Share your results in class