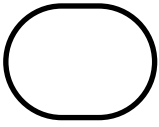
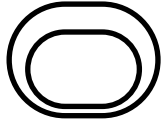
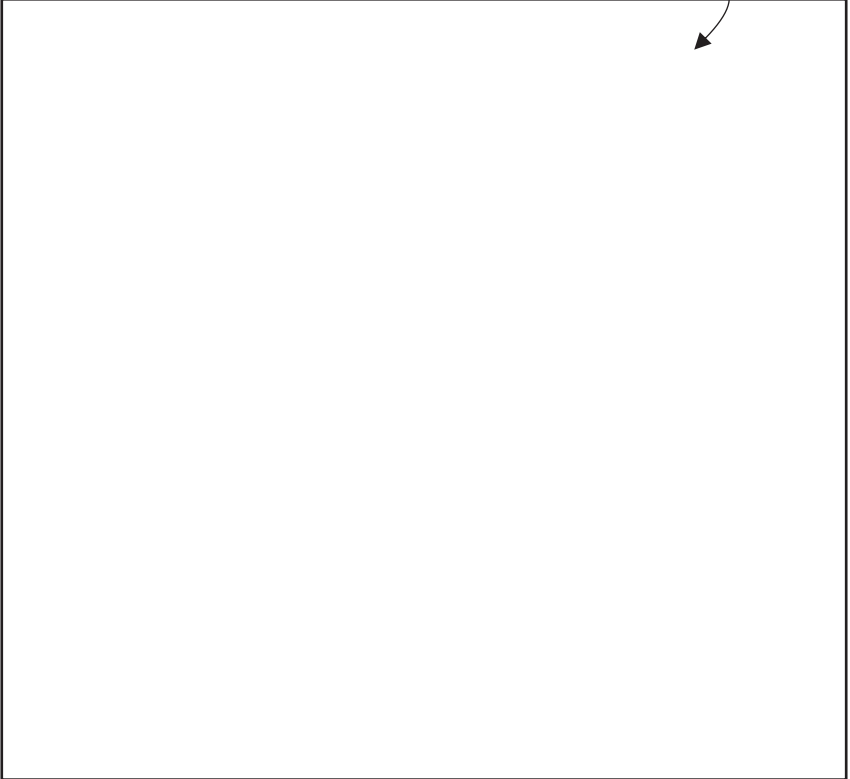


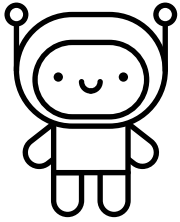
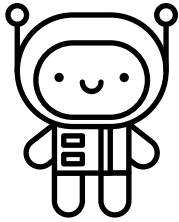


ROBOT HANGMAN

Player one has to think of a word. Cross out any boxes that you do not need. Player two has to guess the word before player one draws the robot.

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If a player picks a letter that is not in the word, draw a section of the robot.

1 	2 	
3 	4 	
5 	6 	

Trace any letters below that are guessed that are not in the word.

Aa Bb Cc Dd Ee Ff

Gg Hh Ii Jj Kk Ll

Mm Nn Oo Pp Qq

Rr Ss Tt Uu Vv

Ww Xx Yy Zz