

TheMustangNation.com - Corral the Wild Horse Word Game

One player is called the “cowboy” and his opponent is called the “wild horse”. The cowboy selects a word to write secretly on a piece of paper and shows the rest of the class (example, “rope”). The wild horse tries to guess the word. The cowboy gives the wild horse three hints in the following way:

First: The cowboy shows the wild horse how many letters are in the word by drawing one dash for each letter (example: _ _ _ _).

Second: The cowboy shows the guesser what the first letter of the word is by printing that letter over the first dash (example: R _ _ _).

Third: The cowboy shows the guesser what the last letter of the word is by printing that letter over the last dash (example: R _ P _).

Before the wild horse commences to guess, the cowboy draws the beginning of a corral on the blackboard by drawing six posts. Each time the wild horse guesses a letter that is not in the word, one rail is drawn. On the six wrong guess, the last rail is drawn and the wild horse is tame, or corralled, thus loosing the game. If the word is completed before the last rail is drawn, the wild horse wins the game and becomes the cowboy for the next game.

Word Suggestions:

Mustang	Mare	Burro	Chestnut	Trot
Horse	Wild	Mule	Palomino	Walk
Colt	Bale	Donkey	Brown	Lope
Stallion	Bridle	Tack	Black	Paddock
Range	Farrier	Yearling	Gray	Paint
Rope	Filly	Weanling	Buckskin	Horseman
Saddle	Foal	Bronc	Pinto	Cowboy
Corral	Gelding	Sorrel	Remuda	Cowgirl
Herd	Band	Alfalfa	Barn	Stirrup
Stable	Roan	Broodmare	Canter	Pasture
Grain	Fence	Brand	Mane	Tail
Muzzle	Hooves	Breed	American	Adoption

Adapted from Classroom Activities by Frances R. Stuart. Published 1966 by NEA Publications-Sales, 1201 Sixteenth Street, N.W., Washington, D.C.