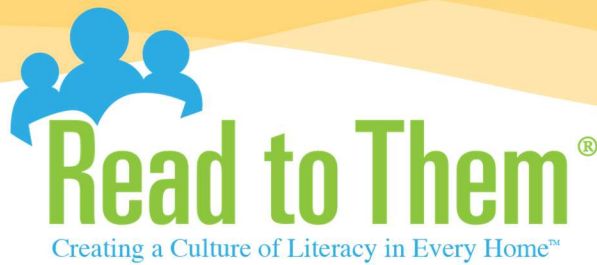


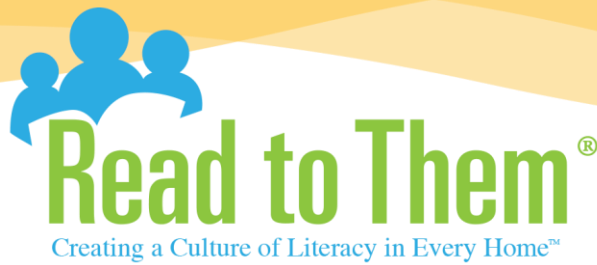
Strategies for Using Vocabulary

This file contains notable vocabulary words as they occur in each chapter. Reading aloud is a great way to expose students to vocabulary and increase their command. Here are some fun games and activities to reinforce and learn vocabulary.

- **Vocabulary in Rhyme** – Challenge your students to create rhyming couplets that use each word in a way that shows the definition. You can do this in small groups by dividing your class into teams and giving each team a set of words to work on. Have each group come up with a fun way to perform their rhymes. (Example: If the word is *content* (happy), a couplet could be something like, “Long bike rides give me smiles; I’m content for miles and miles.”)
- **Vocabulary Candy Land** – Make a board game out of the vocabulary list. Put the words on cards and give different point values to them based on their level of difficulty. Players that correctly provide the definition move forward the number of spaces corresponding to the point value. Be sure to add some wild cards in the deck that send players far forward or backward. And perhaps even play it outside by drawing the board with sidewalk chalk!
- **Vocabulary Jeopardy** – Give the definition and have students guess the word. Give different point levels based on the difficulty of the word. You can be creative with the definition by not defining the word directly, but coming up with clues that provide enough context to lead them to the correct word. Or, give dictionary definitions for a lower point value clues and let the clues get a bit more vague and abstract for clues with higher point values.
- **Vocabulary Charades** – Students take turns being given the definition of a word to act out, and the remaining students have the opportunity to guess the word being displayed. This can be turned into a competition by assigning one point to the actor and the first correct guesser. The student with the most points wins.
- **Vocabulary Pictionary** – This is just like the charades activity above except that instead of acting out the word, the student has to draw it out for others to guess. Scoring is the same if you choose to make it a competition.
- **Vocabulary Bingo** – Pass out premade Bingo cards to your students that display some of the vocabulary words in random order. Not every word should be on each card, and be sure that none of the cards matches another. Play the game by calling out the definition of a word and giving students time to place a marker over the word that’s defined if it appears on their card. Repeat until someone completes a full row or column and shouts, “BINGO!”



- **Vocabulary Improv** – Select a vocabulary word to be the starting point for your activity. Use it in a descriptive sentence to start a story. Have students choose a new word from the list to add to the story, one sentence at a time. Let them try to do this without following the plot of your book.
- **Synonyms** – Split students into teams, each with a different list of vocabulary words. Give them a set time to search for synonyms of the words on their list (5-10 minutes), and then have them take turns competing against each other by listing off the synonyms of one word from their list one at a time until someone from the other team guesses the vocabulary word that has the same meaning. This activity can be scored if you like simply by tallying the number of synonyms given before the other team guesses. The more synonyms needed, the higher the score, and the lowest score wins.
- **Heads Up** – Give each student a post-it note with a vocabulary word on it, and have them affix them to their foreheads. Tell the students to mingle and interact with one another by sharing hints about what's on another student's forehead. Challenge your students to avoid sharing definitions or synonyms of the word. Instead they should provide contextual clues that can lead them to being able to guess the word. Give them a set time (3-5 minutes), and ask them to interact with at least 5 other students. When the time is up, ask each student if they can guess what their word is.
- **Gibberish** – This is a fun creative writing activity. Have your students write a short story about one of your vocabulary words but replacing that word with a bit of gibberish. Ask them to include the word in the story at least 5 times. The challenge is to not directly define the word but provide enough context to help readers guess the replaced word. (Example: If the real word is *veterinarian*, the gibberish word could be *zumbel*. Oscar was limping yesterday, so I took him to visit the *zumbel*. The *zumbel* looked at one of his back legs...)
- **Efficient Definitions** – This activity is great editing practice! Have students—separately or in teams—whittle down dictionary definitions of the words together to see if they can concisely define the vocabulary word in as few words as possible.
- **Word of the Day** – Select a word to highlight on a particular day and challenge students to see how many times they can work it into their conversations. This can be done every day during your reading event, but it can also extend beyond your time with the book. Continue using additional words from the book or elsewhere throughout the school year. You can even put your increased vocabulary on display by creating a paper chain by writing each mastered word on a small strip of paper and taping it into a circular link. Add a new link to your chain each day and watch it grow!



Vocabulary for
***Charlotte's Web* (1952)**
by E. B. White

Chapter I – Before Breakfast (pp. 1-7)

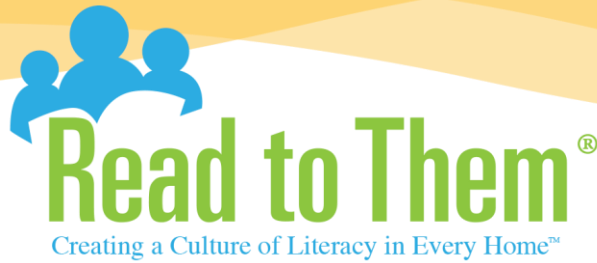
- sopping (1) – drenched
- weakling (3) – a fragile thing
- runty (3) – underdeveloped, small
- injustice (3) – wrongdoing
- queer (3) – strange
- damp (3) – slightly wet
- distribute (5) – hand out
- nevertheless (5) – all the same
- blissful (7) – happy, joyous

Chapter II – Wilbur (pp. 8-12)

- adoring (8) – loving, admiring
- enchanted (9) – in love, infatuated
- wade (10) – to walk slowly through liquid
- brook (10) – a small stream
- oozy (11) – slimy
- spring pig (11) – a pig born in the spring
- holler (12) – to call out
- manure (12) – animal dung used for fertilizing land

Chapter III – Escape (pp. 13-24)

- perspiration (13) – sweat
- harness (13) – straps that allow an animal to be controlled
- axle (13) – the rod that holds a wheel
- grindstone (14) – a disc used for sharpening and polishing metal objects
- monkey wrench (14) – a large adjustable wrench
- scythe (14) – a tool used for cutting crops
- discarded (15) – thrown away
- orchard (17) – land planted with fruit trees
- sod (17) – ground with grass growing on it
- commotion (18) – fuss, racket
- rapidly (19) – quickly



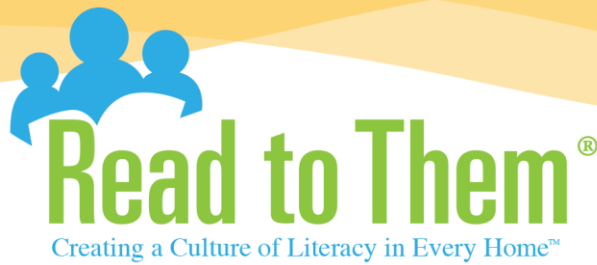
- pricked (19) – made pointy, alerted
- pail (20) – bucket
- dodge (20) – to physically avoid
- hullabaloo (22) – silly scene
- lure (22) – to draw in someone
- captivity (22) – to be kept, confined
- reconsider (23) – think again

Chapter IV – Loneliness (pp. 25-31)

- eaves (25) – the part of the roof that hangs over the wall
- thistle (25) – a plant with purple flowers and a prickly stem
- pigweed (25) – a weed
- gushing (25) – intensely flowing
- downspout (25) – a pipe that carries rainwater to the ground from the roof
- middling (25) – the product of wheat milling
- trench (26) – a long, narrow ditch
- provender (26) – animal food
- gloomily (27) – sadly
- frolic (29) – a playful movement
- gnawing (29) – chewing on something with effort
- glutton (29) – a very greedy eater
- merrymaker (29-30) – someone who creates joy
- cunning (30) – crafty, tricky
- abroad (30) – away from home
- endure (31) – withstand
- cuds (31) – a wad of something chewable

Chapter V – Charlotte (pp. 32-41)

- doze (33) – sleep
- weather-vane (33) – a device that shows the direction of the wind
- gleam (33) – shine, reflection
- objectionable (35) – annoying, out of line
- meekly (35) – weakly, shyly
- gander (35) – a male goose
- salutations (35) – a way to say hello
- blunder (37) – to move clumsily
- detested (38) – strongly disliked
- inheritance (39) – something passed down



- bloodthirsty (39) – savage, ruthless
- wits (40) – smarts, intelligence
- lest (40) – to avoid
- gamble (41) – risk
- brutal (41) – harsh, ferocious

Chapter VI – Summer Days (pp. 42-47)

- hoist (43) – to lift
- jubilee (43) – celebration
- interlude (43) – a small amount of time
- Frigidaire (43) – and electric refrigerator
- cramped (44) – confined, cramped
- gratified (44) – happy, pleased
- unremitting (44) – never-ending
- scruples (46) – morals
- compunctions (46) – a feeling of guilt
- tinkling (47) – a light, clear sound
- untenable (47) – unlivable
- lair (47) – private hideout

Chapter VII – Bad News (pp. 48-51)

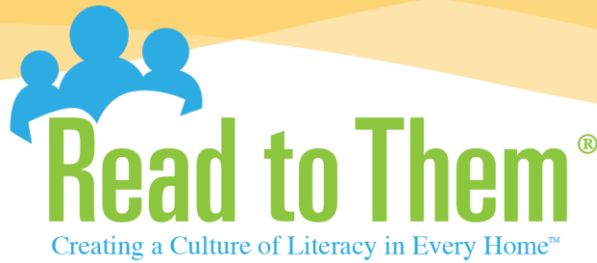
- sensible (48) – logical
- pester (48) – to bother
- loathe (48) – to strongly dislike
- anaesthetic (48) – medicine that numbs
- conspiracy (49) – secret plan
- butcher (49) – to cut up an animal for food
- hysteric (51) – an exaggerated reaction

Chapter VIII – A Talk at Home (pp. 52-54)

- adore (53) – to love
- faintest (53) – slightest
- ramble (54) – to talk on and on about something

Chapter IX – Wilbur’s Boast (pp. 55-65)

- boasting (56) – bragging
- spinnerets (56) – the thread of spiders
- oblige (57) – to please



- summoning (58) – calling upon, using
- trotting (60) – walking, travelling
- sedentary (60) – inactive, still
- trill (62) – a distinct sound, like a tweeting or chirping
- troupe (63) – group
- delay (64) – tardiness, having to wait

Chapter X – An Explosion (pp. 66-76)

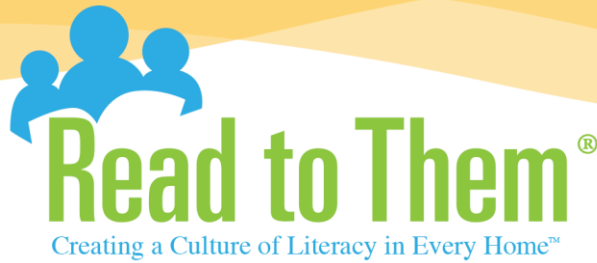
- gullible (67) – easily fooled
- tremenjus (72) – huge
- topple (72) – to fall
- surly (74) – unfriendly
- unbearable (74) – impossible to be around
- pry (74) – to use force to open
- bestir (75) – to make a physical or mental effort
- drowse (75) – to doze

Chapter XI – The Miracle (pp. 77-85)

- utter (78) – to speak softly
- exertion (79) – effort
- solemnly (79) – sincerely, seriously
- bewilderment (80) – confusion
- spang (80) – directly
- wondrous (82) – wonderful
- miraculous (84) – very special

Chapter XII – A Meeting (pp. 86-91)

- idiosyncrasy (86) – a strange mode of behavior
- slogan (87) – a phrase used to advertise something
- acrobat (89) – a skilled entertainer, a gymnast
- baser (90) – without morals
- quiver (91) – to tremble, to twitch
- gruffly (91) – low and hoarse
- adjourn (91) – to finish for now
- sensational (91) – incredible



Chapter XIII – Good Progress (pp. 92-104)

- radial (92) – lines go from the center to the edge of a circle
- snare line (93) – the line in a web that catches and holds insects
- grumble (99) – complain
- triumphantly (99) – with pride
- radiant (99) – stunning, beautiful
- obey (101) – to follow directions/rules
- thrashing (102) – quickly moving
- aeronaut (103) – a balloonist
- remarkable (104) – one of a kind

Chapter XIV – Dr. Dorian (pp. 105-112)

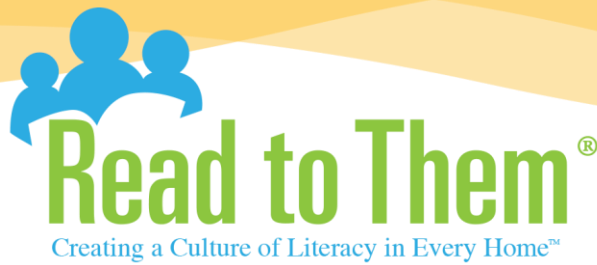
- invent (105) – create
- fascinating (105) – very interesting
- mercilessly (106) – savagely, harshly
- vaguely (106) – broadly
- aloft (106) – up into the air
- sociable (107) – talkative
- doily (109) – a small decorative mat
- civilly (110) – politely
- incessant (110) – continuing without pause
- offhand (111) – without previous thought

Chapter XV – The Crickets (pp. 113-117)

- monotonous (113) – repetitive
- befriend (114) – to become friends with someone
- modest (115) – humble
- mere (115) – simple, small
- distinguish (115) – to set something apart, establish
- versatile (116) – flexible

Chapter XVI – Off to the Fair (pp. 118-129)

- parade (122) – to walk proudly
- infield (123) – the land near a farm
- veritable (123) – actual
- fragment (123) – a piece of something
- dribbling (123) – droplet
- surpass (123) – exceed, go past



- cargo (124) – load, items possessed by someone
- pummel (125) – to pound
- squash (125) – to smash with pressure
- buffet (125) – to hit repeatedly
- lacerate (125) – to cut
- biff (125) – a sharp blow with the fist
- sunstroke (127) – to get sick from too much sun exposure
- jam (128) – to squeeze something into something with force

Chapter XVII – Uncle (pp. 130-137)

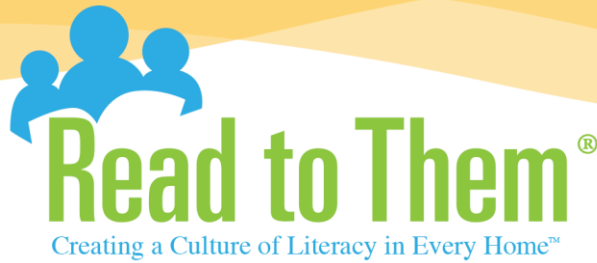
- pickpocket (131) – a person who steals
- purebred (133) – an animal whose parents are of the same species or variety
- listless (136) – tired, without purpose
- wearily (136) – weakly

Chapter XVIII – The Cool of the Evening (pp. 138-143)

- gambling (138) – to play games for money
- beano (138) – the game bingo, using beans as placeholders
- wormy (139) – eaten by or infested with worms
- schemer (140) – someone who makes secret plans
- vanish (140) – disappear

Chapter XIX – The Egg Sac (pp. 144-154)

- nifty (144) – cleverly useful
- plaything (144) – toy
- magnus opus (144) – ‘great work’ in Latin
- occupied (145) – busy
- pep (146) – energy
- languish (146) – to grow weak
- carouse (148) – to party
- gorge (148) – feast
- acute (148) – describing something experienced to an intense degree
- indigestion (148) – stomach pains from eating
- dopey (148) – out of it
- suspiciously (149) – with caution



- rejoice (149) – to celebrate
- encircle (153) – to surround
- content (153) – at peace
- commotion (153) – fuss

Chapter XX – The Hour of Triumph (pp. 155-162)

- pompous (155) – arrogant
- distinguished (157) – well-respected
- phenomenon (157) – a remarkable person, place, or event
- analysis (157) – study, observation of something
- whence (158) – from where
- delighted (160) – very happy

Chapter XXI – The Last Day (pp. 163-171)

- assured (163) – secure, known
- trifle (164) – little
- agony (165) – a sad state
- desolation (165) – emptiness
- monkeyshine (166) – silly activity
- wisecrack (167) – a joke
- forlorn (171) – abandoned

Chapter XXII – A Warm Wind (pp. 172-184)

- retort (173) – to say
- bleak (174) – bare, dreary
- trinket (174) – a small ornament
- keepsake (174) – an item with a memory attached to it
- frantic (179) – desperately worried
- drearily (180) – sadly
- devoted (182) – loyal, committed
- tranquil (183) – calm
- garrulous (183) – very talkative