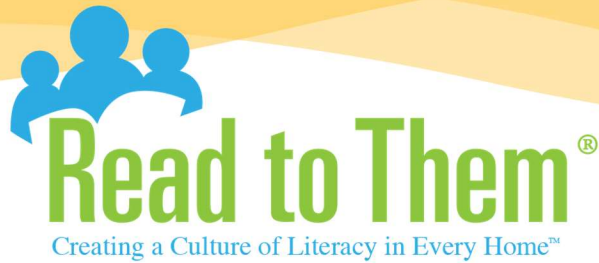


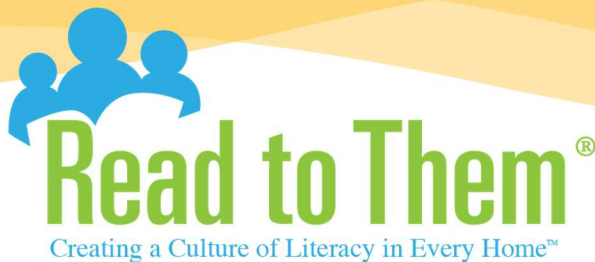
Strategies for Using Vocabulary

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
J.D. and the Great Barber Battle (2021)
by J. Dillard

Chapter 1 – A Crooked Fade (pp. 7-14)

- clippers (7) – an item used for trimming/cutting hair
- tradition (7) – custom, done often, over and over again
- hi-top fade (7) – a haircut where the hair on the side is short and the top is long and tall
- straight fire (8) – slang for something really cool
- technique (8) – a way of doing something
- a Caesar (9) – a haircut with short, straight bangs
- a fade (9) – a haircut where the hair blends into the skin
- MBA (12) – Master’s in Business Administration; advanced business degree

Chapter 2 – The Nervous Breakfast (pp. 15-19)

- grits (15) – a porridge-type dish made of ground corn
- landline (15) – a non-portable phone that plugs into a wall
- punishments (17) – consequences for doing something bad
- hardheaded (18) – stubborn; unwilling to give in
- lip-synched (19) – pretended to sing something; mouthed the words

Chapter 3 – The Most Horrible First Day (pp. 20-26)

- jacked-up (20) – messy; not normal
- sketch (21) – draw
- hand-me-downs (23) – items that have been used by someone else
- honors classes (24) – subjects in school for highly academic students
- wide receiver (25) – football player who is supposed to catch most passes

Chapter 4 – Jordan’s Magical House (pp. 27-31)

- quarterback (28) – football player first to handle the ball; leader of the offense
- oversized (29) – bigger than normal
- gadgets (30) – things; small tools
- trailblazer (31) – someone who makes a path for others
- desperate (31) – in need of something; frantic



Chapter 5 – Another Bad Hairstyle (pp. 32-37)

- cracks (32) – comments; jokes
- relaxer (32) – a hair product that makes curly hair straight
- crept (33) – tiptoed; moved in a slow, quiet way
- irritancy (34) – harmful; could be bad for you
- masterpiece (36) – a great work of some sort
- cologne (37) – perfume for men
- congregation (37) – a gathering

Chapter 6 – Me vs. the Clippers (pp. 38-44)

- scattered (38) – spread out; separated
- guard (40) – blade in a pair of clippers, different ones are used for different hair lengths
- strike (39) – a bowling phrase when a player knocks down all pins at once
- permission (43) – request for something
- category (45) – group; similar things

Chapter 7 – The Grand Reveal (pp. 45-46)

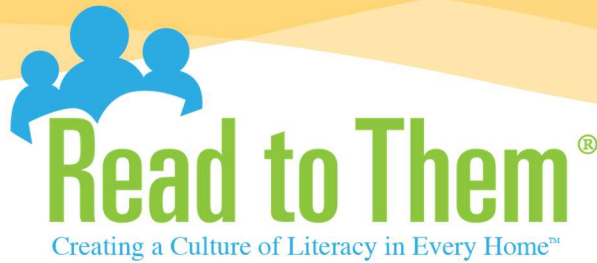
- dreads (45) – rope-like strands of hair
- smirked (45) – smiled, but not in a genuine way

Chapter 8 – My First Client (pp. 47-52)

- crack on (47) – make fun of
- snapback (48) – a cap with a flat brim
- instinct (48) – a gut feeling
- concentrate (49) – think hard
- matinee (52) – a movie in the middle of the day
- dope (52) – cool; awesome

Chapter 9 – The Start of a Business (pp. 53-59)

- memorized (53) – remembered; can recite from memory
- equipment (54) – tools designed for specific purposes
- empire (56) – someone's domain; a place someone rules over or controls
- tricked-out (56) – custom made; extra fancy
- annoyed (58) – upset; bothered by
- throwing shade (59) – putting someone down; teasing



Chapter 10 – Henry Hart Jr. Has a Problem (pp. 60-63)

- requests (60) – to ask for certain things
- recognized (61) – knew; remembered
- avoid (63) – stay away from
- sidelines (63) – where players sit or stay when not playing
- squatted (63) – bent down; crouched

Chapter 11 – The Visit (pp. 64-66)

- unbelievable (65) – hard to imagine; surprising
- authorities (65) – people in charge
- license (66) – an official card that grants permission to do something – e.g. drive a car
- Department of Health (66) – government organization in charge of a community’s well-being
- illegal (66) – not allowed

Chapter 12 – Henry Jr. Has a Problem (pp. 67-71)

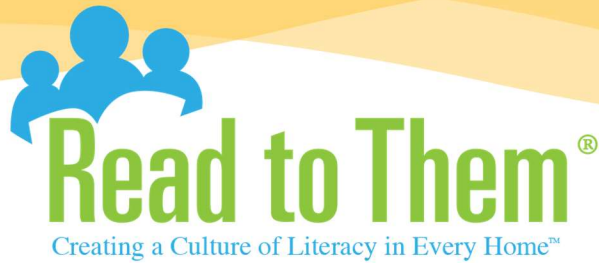
- usual (67) – the same; normal
- suggest (68) – request; give an opinion
- business card (69) – a small piece of paper that has someone’s work information
- barged (69) – busted; entered with force
- smug (70) – snobby; too proud
- lecture (71) – a long talk to deliver information

Chapter 13 – The Little Barber Strikes Back (pp. 72-76)

- collard greens (72) – a leafy green vegetable, usually served cooked
- threat (72) – warning
- cringed (74) – shrink; cower
- destroy (76) – to break or get rid of

Chapter 14 – The Plan (pp. 77-79)

- juvie (78) – juvenile detention center; where minors go who are in trouble with the law
- ain’t (78) – slang for ‘isn’t’
- challenge (79) – ask for; question
- develop (79) – create; make



Chapter 15 – The Challenge (pp. 80-82)

- competition (80) – a contest; a game; an event with awards
- connection (82) – contact; go-between; link

Chapter 16 – The Rules (pp. 83-87)

- blow up (83) – become a huge hit
- judge (83) – make an assessment or final decision
- mid-bite (84) – in the middle of eating
- shuffled (84) – moved around, scrambled
- stifle (84) – hold back
- dabbed (86) – touched gently
- boost (87) – burst of confidence; inspiration

Chapter 17 – Spreading the Hype (pp. 88-91)

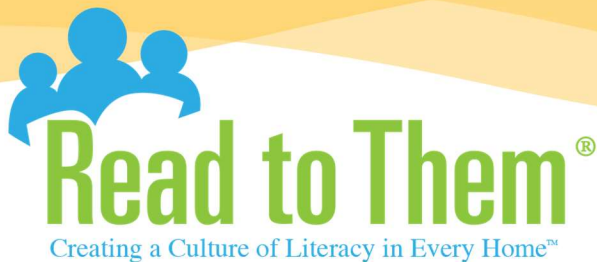
- suspiciously (89) – strangely; mysteriously
- suggestion (89) – a thought; an opinion; an idea
- audience (89) – a group watching a performance
- free admission (90) – no charge

Chapter 18 – The Night Before (pp. 92-96)

- remaining (92) – the last of something
- backup (93) – extra; substitute
- discount (94) – a lower price
- envision (94) – imagine; plan
- curveball (95) – a change in plans

Chapter 19 – The Barber Competition (pp. 97-104)

- movie premiere (97) – first showing
- crush it (98) – to be amazing at something
- applause (99) – clapping
- occasion (99) – an event
- relatives (100) – members of a family
- burly (101) – beefy; big
- addressed (102) – spoke to
- wiry (103) – skinny; scrawny; slender
- dunno (103) – slang for ‘I don’t know’



Chapter 20 – The Winner? (pp. 105-107)

- traced (105) – outlined; copied over
- gasped (105) – took in a quick breath
- hesitantly (106) – slowly; unsure
- verge (106) – almost; just about to do something
- chanting (106) – saying or singing something altogether, as a group

Chapter 21 – A Real Job (pp. 108-113)

- award-winning (108) – the best of something; prized
- attracts (109) – brings in; draws attention
- whoa (110) – slow down; stop
- loaded (111) – piled high

Chapter 22 – Let’s Make a Deal (pp. 114-118)

- smarts (114) – intelligence; brains
- consider (114) – think about something; ponder
- squashed (116) – flattened; smooshed
- legacy (116) – a tradition that’s been in a family for a long time
- propose (116) – suggest; offer
- complaining (118) – feeling sorry for oneself; whining

Chapter 23 – Off to Work? (pp. 119-121)

- smooth (120) – suave; cool; confident
- core (120) – at the heart; soul
- allowance (120) – an amount of money given at regular intervals, often for chores
- employee (121) – someone who works for someone else
- essentials (121) – things that are necessary; the basics

Chapter 24 – My New Competitor (pp. 122-126)

- goof off (122) – not take something seriously; mess around
- robbed (123) – stolen; taken, not paid for
- warrior (124) – fighter; soldier
- ready-made (126) – prepared ahead of time