

# Using Context to Determine Meaning

## 1 vocabulary

If you don't know the meaning of a word, you can sometimes figure out its meaning from the *context*. The context includes the words that surround the new word. The context can give you clues in several different ways:

**Information or description based upon what you already know about the world**

We saw a large, gray pachyderm with a long trunk at the zoo.

What animal at the zoo is large and gray and has a long trunk? You could correctly guess the meaning of **pachyderm** as **elephant** because you already know those things about an elephant.

**A likeness**

All of Fred's brothers were successful, and it looked as if Fred would be **prosperous**, too.

Fred and his brothers are being described in the same way. They are being described as **successful** and **prosperous**. You would assume that they mean the same thing.

**A difference**

After the **cacophony** during the party, Grandmother was happy for the peace and quiet when all my friends went home.

This sentence tells you that **cacophony** and **peace and quiet** probably have opposite meanings. You could rightly guess that **cacophony** means **noise** (the opposite of **peace and quiet**).

**An example**

She has experienced many **maladies** over the last year, including the flu and pneumonia.

The word **including** tells you that examples will follow (as will the words **such as** and **like**). You can tell from the examples that **maladies** means **illnesses** or **sicknesses**.

# Relating Events: Using Temporal Concepts



Write a sentence using each temporal concept.

1. later \_\_\_\_\_  
\_\_\_\_\_

2. then \_\_\_\_\_  
\_\_\_\_\_

3. before \_\_\_\_\_  
\_\_\_\_\_

4. last \_\_\_\_\_  
\_\_\_\_\_

5. next week \_\_\_\_\_  
\_\_\_\_\_

6. while \_\_\_\_\_  
\_\_\_\_\_

7. finally \_\_\_\_\_  
\_\_\_\_\_

8. preceding \_\_\_\_\_  
\_\_\_\_\_

9. now \_\_\_\_\_  
\_\_\_\_\_

10. two months ago \_\_\_\_\_  
\_\_\_\_\_

# Identifying Meanings



Match each figurative language expression below with its meaning. Write the letter of the meaning in the blank in front of the expression.

- |  |  |
|--|--|
| _____ 1. turn over a new leaf                    | a. when there are no apparent problems or dangers    |
| _____ 2. judging a book by its cover             | b. work hard on something                            |
| _____ 3. show someone the ropes                  | c. something annoying or bothersome                  |
| _____ 4. use some elbow grease                   | d. to fail at something                              |
| _____ 5. the cream of the crop                   | e. demonstrate how to do a job to someone            |
| _____ 6. throw the book at him                   | f. judge someone very harshly                        |
| _____ 7. the coast is clear                      | g. worrying before you need to                       |
| _____ 8. fall flat on your face                  | h. to make a fresh start                             |
| _____ 9. crossing a bridge before you come to it | i. something that is the best                        |
| _____ 10. a thorn in your side                   | j. making decisions about people based only on looks |

Choose two expressions from the list above and write a sentence using each.

1. \_\_\_\_\_  
\_\_\_\_\_
2. \_\_\_\_\_  
\_\_\_\_\_

## Artic-Connect Games

The next four pages contain Artic-Connect games. Each game grid consists of target words within dotted boxes. The game also targets language skills of vocabulary, sentence formulation, and story construction.

Players take turns connecting two dots to make a line. Players then must say a word to the left, right, above, or below the line drawn on each turn. A player must also correctly use that word in a sentence or state its definition. Player connecting dots to create a line which completes a box enclosing a word get one point. The player with the most points at the end of the game wins. At the end of the game, ask each player to choose 5-10 words and use them to tell or write a short story.

# Artic-Connect Games /r/

See page 210 for game directions.

●	●	●	●	●	●
grudge	unruly	tariff	prey	primitive	
●	●	●	●	●	●
maneuver	acquire	berate	hereditary	trait	
●	●	●	●	●	●
crater	scour	interjection	meridian	vibrant	
●	●	●	●	●	●
barren	monarchy	transparent	apprehend	inquire	
●	●	●	●	●	●
foreshadow	architecture	treacherous	equator	derail	
●	●	●	●	●	●