

# Englist.me



## Vocabulary Builder Reference from...

Joel Baraka: The board game getting kids excited about school | TED Talk

[https://www.ted.com/talks/joel\\_baraka\\_the\\_board\\_game\\_getting\\_kids\\_excited\\_about\\_school](https://www.ted.com/talks/joel_baraka_the_board_game_getting_kids_excited_about_school)

### Advanced Words Only

#### IMPORTANT

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## Session 1: Word List

### cultivate

*v.* to prepare and foster land for growing crops or plants  
*synonym*: boost, foster, nurture

(1) **cultivate** a field, (2) **cultivate** relationships

University is a great place to **cultivate** our minds and expertise.

### sibling

*n.* a brother or sister; member of a family born to the same parents

*synonym*: brother, sister, relative

(1) have a **sibling** quarrel, (2) play with my **siblings**

Children often copy their parents or elder **siblings**.

### pep

*n.* energy, enthusiasm, or liveliness; (verb) to give someone energy, enthusiasm, or liveliness

*synonym*: energy, enthusiasm, liveliness

(1) **pep** me up, (2) have a lot of **peps**

The coach gave a **pep** talk to the team before the game to boost their spirits.

### graze

*v.* to feed on grass or other vegetation, especially by nibbling at it repeatedly; to break the skin of a body part by scraping

*synonym*: nibble, feed, scrape

(1) turn cattle out to **graze**, (2) **graze** the left shoulder  
The sheep **graze** on the green grass in the meadow.

## overcrowded

*adj.* containing too many people or things in a particular space, making it cramped or uncomfortable

*synonym* : packed, congested, jammed

(1) **overcrowded** refugee camp, (2) **overcrowded** with passengers

The school district is facing a problem with **overcrowded** classrooms.

## rote

*n.* repetition of something to the point of memorization, especially of facts, without fully understanding it

*synonym* : repetition, memorization, drill

(1) **rote** memorization, (2) learn by **rote**

The students were taught math facts through **rote** repetition but struggled to apply them to new problems.

## memorize

*v.* to learn something carefully so that you will remember it exactly

*synonym* : learn, remember, remind

(1) **memorize** musical scores, (2) try hard to **memorize** the lines

Lawyers need to **memorize** even the most minor provisions of the law.

## cram

*v.* to force or try to fit a large amount of information into a short time, especially in preparation for an examination; to force or try to fit a large amount of something into a small space

*synonym* : stuff, pack, jam

(1) **cram** more circuits into chips, (2) **cram** five people into a car

She had to **cram** for the final exam and stayed up all night studying.

## spade

*n.* a gardening tool with a flat, pointed blade used for digging, planting, and moving soil

*synonym*: shovel, scoop, hoe

(1) **spade** blade, (2) dig with a **spade**

I used an iron **spade** to dig a hole for the new tree in the backyard.

## paranoid

*adj.* unreasonably or obsessively believing that other people do not like you or want to harm you

(1) **paranoid** about issues, (2) **paranoid** disorder

A **paranoid** person may have delusions that people want to harm.

## gamble

*v.* to take risky action in the hope of being successful; to play or game for money or other stakes

*synonym*: bet, venture, wager

(1) **gamble** \$100 on the race, (2) **gamble** away my fortune

Will you **gamble** on the result of the fight?

## gamification

*n.* the use of game design elements and techniques in non-game contexts to engage and motivate people to achieve their goals

(1) **gamification** of education, (2) use **gamification** to learning

The company implemented a **gamification** program to encourage employees to meet their sales targets.

## entrepreneurship

*n.* the process or skill of starting and running a business, particularly a new and innovative one

*synonym*: self-employment, risk-taking

(1) **entrepreneurship** culture, (2) embody **entrepreneurship**

The government is investing in programs to support **entrepreneurship** and small business development.

## solver

*n.* a thinker who finds an answer to a problem or a difficult situation; a piece of software or the algorithm that solves

a mathematical problem

*synonym* : thinker

(1) puzzle- **solver**, (2) linear **solver**

The flow **solver** is validated against the experiment.

## confuse

*v.* to mistake one thing for another; to make somebody hard to understand

*synonym* : confound, obscure, disorient

(1) **confuse** the listener, (2) **confuse** fantasy with reality

Her remarks **confused** the debate.

## jeopardy

*n.* the state of being in danger or at risk of harm or loss

*synonym* : danger, risk, peril

(1) put his life in **jeopardy**, (2) tax in **jeopardy**

The project is in **jeopardy** of being canceled due to a lack of funding.

## pandemic

*n.* an outbreak of a disease that affects many people over a very wide area

*synonym* : outbreak

(1) flu **pandemic**, (2) global **pandemic**

They fear a **pandemic** of a new type of virus.

## displace

*v.* to force someone or something to leave their home or place of origin, especially as a result of conflict, natural disaster, or manipulation

*synonym* : evict, exile, remove

(1) **displace** workers, (2) **displace** the explosive power

The construction of the new dam will **displace** hundreds of families living downstream.

## Session 2: Spelling

- |                                  |   |
|----------------------------------|---|
| 1. tax in je_____dy              | <i>n.</i> the state of being in danger or at risk of harm or loss   |
| 2. learn by r___e                | <i>n.</i> repetition of something to the point of memorization, especially of facts, without fully understanding it   |
| 3. di_____ce the explosive power | <i>v.</i> to force someone or something to leave their home or place of origin, especially as a result of conflict, natural disaster, or manipulation   |
| 4. ove_____ed refugee camp       | <i>adj.</i> containing too many people or things in a particular space, making it cramped or uncomfortable  |
| 5. gam_____ion of education      | <i>n.</i> the use of game design elements and techniques in non-game contexts to engage and motivate people to achieve their goals  |
| 6. c__m five people into a car   | <i>v.</i> to force or try to fit a large amount of information into a short time, especially in preparation for an examination; to force or try to fit a large amount of something into a small space |
| 7. puzzle-so___r                 | <i>n.</i> a thinker who finds an answer to a problem or a difficult situation; a piece of software or the algorithm that solves a mathematical problem  |
| 8. flu pa_____ic                 | <i>n.</i> an outbreak of a disease that affects many people over a very wide area   |

ANSWERS: 1. jeopardy, 2. rote, 3. displace, 4. overcrowded, 5. gamification, 6. cram, 7. solver, 8. pandemic

9. c\_\_m more circuits into chips      *v.* to force or try to fit a large amount of information into a short time, especially in preparation for an examination; to force or try to fit a large amount of something into a small space
10. cu\_\_\_\_\_te a field      *v.* to prepare and foster land for growing crops or plants
11. linear so\_\_\_\_r      *n.* a thinker who finds an answer to a problem or a difficult situation; a piece of software or the algorithm that solves a mathematical problem
12. di\_\_\_\_\_ce workers      *v.* to force someone or something to leave their home or place of origin, especially as a result of conflict, natural disaster, or manipulation
13. r\_\_e memorization      *n.* repetition of something to the point of memorization, especially of facts, without fully understanding it
14. ove\_\_\_\_\_ed with passengers      *adj.* containing too many people or things in a particular space, making it cramped or uncomfortable
15. p\_p me up      *n.* energy, enthusiasm, or liveliness; (verb) to give someone energy, enthusiasm, or liveliness
16. gr\_\_e the left shoulder      *v.* to feed on grass or other vegetation, especially by nibbling at it repeatedly; to break the skin of a body part by scraping
17. have a lot of p\_ps      *n.* energy, enthusiasm, or liveliness; (verb) to give someone energy, enthusiasm, or liveliness

ANSWERS: 9. cram, 10. cultivate, 11. solver, 12. displace, 13. rote, 14. overcrowded, 15. pep, 16. graze, 17. pep

- |                                     |      |   |
|-------------------------------------|------|---|
| 18. co_____e fantasy with reality   | v.   | to mistake one thing for another; to make somebody hard to understand                           |
| 19. try hard to me_____ze the lines | v.   | to learn something carefully so that you will remember it exactly                               |
| 20. cu_____te relationships         | v.   | to prepare and foster land for growing crops or plants  |
| 21. ga___e \$100 on the race        | v.   | to take risky action in the hope of being successful; to play or game for money or other stakes |
| 22. embody ent_____hip              | n.   | the process or skill of starting and running a business, particularly a new and innovative one  |
| 23. sp__e blade                     | n.   | a gardening tool with a flat, pointed blade used for digging, planting, and moving soil         |
| 24. global pa_____ic                | n.   | an outbreak of a disease that affects many people over a very wide area                         |
| 25. play with my si_____gs          | n.   | a brother or sister; member of a family born to the same parents                                |
| 26. ga___e away my fortune          | v.   | to take risky action in the hope of being successful; to play or game for money or other stakes |
| 27. pa_____id disorder              | adj. | unreasonably or obsessively believing that other people do not like you or want to harm you     |
| 28. ent_____hip culture             | n.   | the process or skill of starting and running a business, particularly a new and innovative one  |
| 29. pa_____id about issues          | adj. | unreasonably or obsessively believing that other people do not like you or want to harm you     |

ANSWERS: 18. confuse, 19. memorize, 20. cultivate, 21. gamble, 22. entrepreneurship, 23. spade, 24. pandemic, 25. sibling, 26. gamble, 27. paranoid, 28. entrepreneurship, 29. paranoid





## Session 3: Fill in the Blanks

1. I used an iron \_\_\_\_\_ to dig a hole for the new tree in the backyard.  
*n.* a gardening tool with a flat, pointed blade used for digging, planting, and moving soil
2. Her remarks \_\_\_\_\_ the debate.  
*v.* to mistake one thing for another; to make somebody hard to understand
3. The school district is facing a problem with \_\_\_\_\_ classrooms.  
*adj.* containing too many people or things in a particular space, making it cramped or uncomfortable
4. She had to \_\_\_\_\_ for the final exam and stayed up all night studying.  
*v.* to force or try to fit a large amount of information into a short time, especially in preparation for an examination; to force or try to fit a large amount of something into a small space
5. Children often copy their parents or elder \_\_\_\_\_.  
*n.* a brother or sister; member of a family born to the same parents
6. The construction of the new dam will \_\_\_\_\_ hundreds of families living downstream.  
*v.* to force someone or something to leave their home or place of origin, especially as a result of conflict, natural disaster, or manipulation
7. They fear a \_\_\_\_\_ of a new type of virus.  
*n.* an outbreak of a disease that affects many people over a very wide area

ANSWERS: 1. spade, 2. confused, 3. overcrowded, 4. cram, 5. siblings, 6. displace, 7. pandemic

8. The government is investing in programs to support \_\_\_\_\_ and small business development.
- n.* the process or skill of starting and running a business, particularly a new and innovative one
9. Will you \_\_\_\_\_ on the result of the fight?
- v.* to take risky action in the hope of being successful; to play or game for money or other stakes
10. The students were taught math facts through \_\_\_\_\_ repetition but struggled to apply them to new problems.
- n.* repetition of something to the point of memorization, especially of facts, without fully understanding it
11. The sheep \_\_\_\_\_ on the green grass in the meadow.
- v.* to feed on grass or other vegetation, especially by nibbling at it repeatedly; to break the skin of a body part by scraping
12. The flow \_\_\_\_\_ is validated against the experiment.
- n.* a thinker who finds an answer to a problem or a difficult situation; a piece of software or the algorithm that solves a mathematical problem
13. Lawyers need to \_\_\_\_\_ even the most minor provisions of the law.
- v.* to learn something carefully so that you will remember it exactly
14. The project is in \_\_\_\_\_ of being canceled due to a lack of funding.
- n.* the state of being in danger or at risk of harm or loss
15. The coach gave a \_\_\_\_\_ talk to the team before the game to boost their spirits.
- n.* energy, enthusiasm, or liveliness; (verb) to give someone energy, enthusiasm, or liveliness

ANSWERS: 8. entrepreneurship, 9. gamble, 10. rote, 11. graze, 12. solver, 13. memorize, 14. jeopardy, 15. pep

16. A \_\_\_\_\_ person may have delusions that people want to harm.

*adj.* unreasonably or obsessively believing that other people do not like you or want to harm you

17. University is a great place to \_\_\_\_\_ our minds and expertise.

*v.* to prepare and foster land for growing crops or plants

18. The company implemented a \_\_\_\_\_ program to encourage employees to meet their sales targets.

*n.* the use of game design elements and techniques in non-game contexts to engage and motivate people to achieve their goals

ANSWERS: 16. paranoid, 17. cultivate, 18. gamification