

# Englist.me



## Vocabulary Builder Reference from...

Alex Rosenthal: The Prison Break | Think Like A Coder, Ep 1 | TED Talk

[https://www.ted.com/talks/alex\\_rosenthal\\_the\\_prison\\_break\\_think\\_like\\_a\\_coder\\_ep\\_1](https://www.ted.com/talks/alex_rosenthal_the_prison_break_think_like_a_coder_ep_1)

### Advanced Words Only

#### IMPORTANT

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## Session 1: Word List

### stasis

*n.* a state of stillness or immobility, often used in a medical context to refer to a lack of change or progress in a condition or disease

*synonym*: stillness, inactivity, stagnation

(1) renal **stasis**, (2) **stasis** in development

The patient's **stasis** in the hospital was concerning to the doctors.

### ethic

*n.* a set of moral or philosophical principles or values that guide the behavior or actions of an individual, group, or society; the study or inquiry into the nature of morality and moral systems

*synonym*: moral code, code of conduct, principles

(1) moral **ethic**, (2) professional **ethic**

Having a strong work **ethic** is important for success in any field.

### amnesia

*n.* a condition in which a person is unable to remember things, often as a result of brain damage, shock, or illness

*synonym*: forgetfulness, blackout, memory loss

(1) childhood **amnesia**, (2) **amnesia** by trauma

The accident caused her to suffer from temporary **amnesia**,

and she couldn't remember anything that happened before the collision.

## lockpicking

*n.* the process of opening a lock without a key by manipulating its components, often performed for security testing or locksmith practice

*synonym*: locksmithing, lock cracking, lock bypassing

(1) **lockpicking** kit, (2) illegal **lockpicking**

The detective used his **lockpicking** skills to gain access to the abandoned building.

## rot

*v.* to decay, or cause something to decay, naturally and gradually

*synonym*: perish, decay, corrode

(1) begin to **rot**, (2) **rot** with age

Please refrigerate the meat, or it will **rot**.

## instruct

*v.* to teach someone practical skills or knowledge; to formally order or tell someone to do something

*synonym*: train, coach, guide

(1) **instruct** a student, (2) **instruct** a computer

The facility manager **instructed** the security guards to be on high alert.

## tedious

*adj.* tiresome or boring because of being repetitive, dull, or too long; causing mental or physical fatigue due to its unrelenting nature

*synonym*: boring, monotonous, dull

(1) **tedious** task, (2) **tedious** routine

The work of data entry can be **tedious**, but it is important for maintaining accurate records.

## opportune

*adj.* suitable or happening at a time that is suitable or convenient for a particular purpose

*synonym*: suitable, timely, practical

(1) **opportune** occasion, (2) an **opportune** remark

The phone rang at the most **opportune** time.

## turmoil

*n.* a state of great disturbance, confusion, or uncertainty, often marked by intense activity or strong emotions

*synonym*: chaos, confusion, disorder

(1) political **turmoil**, (2) the **turmoil** of the war

The company experienced financial **turmoil** after the CEO was arrested.

## artifact

*n.* a person-made object, especially one of historical or cultural interest

*synonym*: antique, relic, heirloom

(1) paleolithic **artifacts**, (2) Peruvian **artifacts**

The museum has a vast collection of Greek **artifacts**.

## nefarious

*adj.* extremely wicked or criminal; evil or immoral; often used to describe someone engaged in sinister or unlawful activities

*synonym*: wicked, evil, villainous

(1) **nefarious** intentions, (2) **nefarious** activities

The undercover investigator exposed the **nefarious** plan before any harm could be done.

## Session 2: Spelling

1. te\_\_\_\_s task *adj.* tiresome or boring because of being repetitive, dull, or too long; causing mental or physical fatigue due to its unrelenting nature
2. op\_\_\_\_\_ne occasion *adj.* suitable or happening at a time that is suitable or convenient for a particular purpose
3. in\_\_\_\_\_ct a computer *v.* to teach someone practical skills or knowledge; to formally order or tell someone to do something
4. begin to r\_t *v.* to decay, or cause something to decay, naturally and gradually
5. political tu\_\_\_\_\_l *n.* a state of great disturbance, confusion, or uncertainty, often marked by intense activity or strong emotions
6. am\_\_\_\_\_a by trauma *n.* a condition in which a person is unable to remember things, often as a result of brain damage, shock, or illness
7. renal st\_\_\_\_s *n.* a state of stillness or immobility, often used in a medical context to refer to a lack of change or progress in a condition or disease
8. te\_\_\_\_s routine *adj.* tiresome or boring because of being repetitive, dull, or too long; causing mental or physical fatigue due to its unrelenting nature
9. an op\_\_\_\_\_ne remark *adj.* suitable or happening at a time that is suitable or convenient for a particular purpose

ANSWERS: 1. tedious, 2. opportune, 3. instruct, 4. rot, 5. turmoil, 6. amnesia, 7. stasis, 8. tedious, 9. opportune

10. st\_\_\_s in development *n.* a state of stillness or immobility, often used in a medical context to refer to a lack of change or progress in a condition or disease
11. r\_t with age *v.* to decay, or cause something to decay, naturally and gradually
12. ne\_\_\_\_\_us activities *adj.* extremely wicked or criminal; evil or immoral; often used to describe someone engaged in sinister or unlawful activities
13. moral et\_\_c *n.* a set of moral or philosophical principles or values that guide the behavior or actions of an individual, group, or society; the study or inquiry into the nature of morality and moral systems
14. professional et\_\_c *n.* a set of moral or philosophical principles or values that guide the behavior or actions of an individual, group, or society; the study or inquiry into the nature of morality and moral systems
15. ne\_\_\_\_\_us intentions *adj.* extremely wicked or criminal; evil or immoral; often used to describe someone engaged in sinister or unlawful activities
16. in\_\_\_\_\_ct a student *v.* to teach someone practical skills or knowledge; to formally order or tell someone to do something
17. the tu\_\_\_\_\_l of the war *n.* a state of great disturbance, confusion, or uncertainty, often marked by intense activity or strong emotions

ANSWERS: 10. stasis, 11. rot, 12. nefarious, 13. ethic, 14. ethic, 15. nefarious, 16. instruct, 17. turmoil

18. paleolithic ar\_\_\_\_cts *n.* a person-made object, especially one of historical or cultural interest
19. loc\_\_\_\_\_ng kit *n.* the process of opening a lock without a key by manipulating its components, often performed for security testing or locksmith practice
20. illegal loc\_\_\_\_\_ng *n.* the process of opening a lock without a key by manipulating its components, often performed for security testing or locksmith practice
21. childhood am\_\_\_\_a *n.* a condition in which a person is unable to remember things, often as a result of brain damage, shock, or illness
22. Peruvian ar\_\_\_\_cts *n.* a person-made object, especially one of historical or cultural interest

ANSWERS: 18. artifact, 19. lockpicking, 20. lockpicking, 21. amnesia, 22. artifact

## Session 3: Fill in the Blanks

1. The phone rang at the most \_\_\_\_\_ time.  
*adj.* suitable or happening at a time that is suitable or convenient for a particular purpose
2. The patient's \_\_\_\_\_ in the hospital was concerning to the doctors.  
*n.* a state of stillness or immobility, often used in a medical context to refer to a lack of change or progress in a condition or disease
3. The facility manager \_\_\_\_\_ the security guards to be on high alert.  
*v.* to teach someone practical skills or knowledge; to formally order or tell someone to do something
4. The detective used his \_\_\_\_\_ skills to gain access to the abandoned building.  
*n.* the process of opening a lock without a key by manipulating its components, often performed for security testing or locksmith practice
5. Having a strong work \_\_\_\_\_ is important for success in any field.  
*n.* a set of moral or philosophical principles or values that guide the behavior or actions of an individual, group, or society; the study or inquiry into the nature of morality and moral systems
6. The museum has a vast collection of Greek \_\_\_\_\_.  
*n.* a person-made object, especially one of historical or cultural interest
7. The company experienced financial \_\_\_\_\_ after the CEO was arrested.  
*n.* a state of great disturbance, confusion, or uncertainty, often marked by intense activity or strong emotions

ANSWERS: 1. opportune, 2. stasis, 3. instructed, 4. lockpicking, 5. ethic, 6. artifacts, 7. turmoil

8. The accident caused her to suffer from temporary \_\_\_\_\_ and she couldn't remember anything that happened before the collision.
- n.* a condition in which a person is unable to remember things, often as a result of brain damage, shock, or illness
9. Please refrigerate the meat, or it will \_\_\_\_.
- v.* to decay, or cause something to decay, naturally and gradually
10. The work of data entry can be \_\_\_\_\_ but it is important for maintaining accurate records.
- adj.* tiresome or boring because of being repetitive, dull, or too long; causing mental or physical fatigue due to its unrelenting nature
11. The undercover investigator exposed the \_\_\_\_\_ plan before any harm could be done.
- adj.* extremely wicked or criminal; evil or immoral; often used to describe someone engaged in sinister or unlawful activities

ANSWERS: 8. amnesia, 9. rot, 10. tedious, 11. nefarious