

# Englist.me



## Vocabulary Builder Reference from...

*Alan Smith: Why you should love statistics | TED Talk*

[https://www.ted.com/talks/alan\\_smith\\_why\\_you\\_shou](https://www.ted.com/talks/alan_smith_why_you_shou)

[ld\\_love\\_statistics](#)

### Advanced Words Only

#### IMPORTANT

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## Session 1: Word List

### numeracy

*n.* the ability to understand and work with numbers, particularly in the context of everyday life and practical applications

*synonym*: numerical ability, math proficiency, math skills

(1) basic **numeracy**, (2) **numeracy** test results

**Numeracy** skills are important in many industries, including finance and science.

### inadvertently

*adv.* unintentionally; accidentally; without purpose or deliberate intent

*synonym*: unknowingly, unintentionally, accidentally

(1) **inadvertently** deleted, (2) **inadvertently** omitted

I **inadvertently** left my phone at home this morning and felt lost.

### dichotomy

*n.* a division or contrast between two things that are or are represented as being opposed or entirely different; a sharp contrast between two opposing and mutually exclusive categories or concepts

*synonym*: division, duality, contrast

(1) moral **dichotomy**, (2) psychological **dichotomy**

The **dichotomy** between good and evil is common in literature and philosophy.

## immutable

*adj.* unchanging; permanent or unalterable

*synonym* : unchanging, constant, permanent

(1) **immutable** love, (2) **immutable** characteristics

The laws of physics are **immutable**; they never change.

## etymology

*n.* the study of the origin and history of words, including changes in meaning and form over time; the history of a particular word or phrase

(1) **etymology** dictionary, (2) the **etymology** of a word

The study of **etymology** helps us to understand the origins of words.

## fascination

*n.* the state of being intensely interested in someone or something, or a powerful attraction

*synonym* : allure, attraction, charm

(1) rapt in **fascination**, (2) the **fascination** with classical music

I looked at the painting in **fascination**.

## rev

*n.* a measure of the rate at which an engine or motor rotates, often expressed in revolutions per minute (RPM); (verb) to increase the number of rotations per minute

*synonym* : revolution, RPM, speed

(1) low- **rev** engine, (2) **rev** up the crowd

He stepped on the gas pedal, and the engine released a loud **rev**.

## apoplectic

*adj.* overcome with anger, rage, or extreme indignation; extremely furious or enraged; (of medicine) related to or indicating a stroke

*synonym* : furious, enraged, incensed

(1) **apoplectic** about the decision, (2) **apoplectic** fit

Her **apoplectic** rage was evident as she shouted and slammed the door.

## obese

*adj.* excessively overweight, particularly to the point of being a serious health risk; having a body mass index (BMI) of 30 or more

*synonym* : overweight, corpulent, plump

(1) **obese** individuals, (2) **obese** children

The doctor warned him that his **obese** condition put him at risk for numerous health problems.

## disjoint

*adj.* not connected or joined; lacking coherence or coordination

*synonym* : disconnected, separate, unconnected

(1) **disjoint** sets, (2) **disjoint** events

The **disjoint** puzzle pieces made it difficult to complete the jigsaw.

## statistician

*n.* a person who studies or is an expert in statistics

*synonym* : actuary

(1) professional **statisticians**, (2) environmental **statistician**

The firm employs several **statisticians** to develop a recommendation engine.

## repercussion

*n.* an effect or consequence of something, especially an unwelcome one, of an event or action

*synonym* : impact, consequence, outcome

(1) the **repercussion** of an action, (2) cultural **repercussion**

The decision had far-reaching **repercussions** and affected many people.

## reframe

*v.* to reinterpret, rephrase, or redefine an issue, situation, or question in a different way

*synonym* : redefine, restructure, reposition

(1) **reframe** resource allocation, (2) **reframe** problem

The therapist tried to **reframe** his negative thoughts.

## devise

*v.* to come up with an idea, plan, theory, etc., using your intelligence or imagination

*synonym* : create, concoct, invent

(1) **devise** a plan, (2) **devise** a literary plot

They had to **devise** a system that did not depend on fossil fuels.

## app

*n.* (abbreviation for application) software designed to run on smartphones and other mobile devices or inside a web browser on a PC

*synonym* : application, software

(1) killer **app**, (2) cannot log in to the **app**

The discovery of a critical bug caused the company to delay the **app's** release.

## isotype

*n.* a variant form of a gene or an antibody molecule characterized by differences in genetic sequence, structure, or function

*synonym* : isoform, variant, strain

(1) immunoglobulin **isotype**, (2) **isotype** switching

Scientists use **isotype** antibodies to study different types of proteins in cells.

## animate

*v.* to make something full of interest and energy

*synonym* : invigorate, energize, enliven

(1) **animate** the body, (2) **animate** his soul

The positive attitude of the supervisor **animated** the discussion.

## underestimate

*v.* to think or suppose that a quantity, price, or size is smaller than it is

*synonym* : underrate, misjudge, miscalculate

(1) **underestimate** an enemy, (2) **underestimate** the probability

They frequently **underestimated** their abilities and felt inferior.

## revert

*v.* to return to a previous state or condition; to reply  
*synonym*: return, go back, restore

(1) **revert** to a heavy smoker, (2) **revert** to the original subject

After trying the new software, I **reverted** to the old version.

## heuristic

*adj.* relating to a trial-and-error method of problem-solving, often involving learning from one's mistakes and using feedback to improve one's approach; also used to describe a problem-solving method or approach that is practical, efficient, or intuitive

*synonym*: solving, problem-solving, exploratory

(1) **heuristic** reasoning, (2) **heuristic** algorithm

The teacher used a **heuristic** method to teach the complex topic in a simple way.

## 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.

## preconceived

*adj.* (of an idea or opinion) formed beforehand, especially without evidence for its truth or usefulness

(1) a **preconceived** notion, (2) **preconceived** opinions

We should start a discussion from scratch with no **preconceived** ideas.

## misconception

*n.* a belief or an idea that is wrong because it has been based on faulty thinking, understanding, or hypothesis  
*synonym*: fallacy, incomprehension, misunderstanding

(1) dispel the **misconception**, (2) commonly held **misconception**

There are numerous **misconceptions** about food and health.

**fascinate**

v. to attract and hold the attention of someone deeply and irresistibly

*synonym*: captivate, intrigue, mesmerize

(1) **fascinate** the public, (2) **fascinate** the young

The magic tricks **fascinated** the children.

## Session 2: Spelling

1. di\_\_\_\_\_nt sets *adj.* not connected or joined; lacking coherence or coordination
2. cultural rep\_\_\_\_\_ion *n.* an effect or consequence of something, especially an unwelcome one, of an event or action
3. immunoglobulin is\_\_\_\_\_e *n.* a variant form of a gene or an antibody molecule characterized by differences in genetic sequence, structure, or function
4. psychological di\_\_\_\_\_my *n.* a division or contrast between two things that are or are represented as being opposed or entirely different; a sharp contrast between two opposing and mutually exclusive categories or concepts
5. basic nu\_\_\_\_\_cy *n.* the ability to understand and work with numbers, particularly in the context of everyday life and practical applications
6. fa\_\_\_\_\_te the young *v.* to attract and hold the attention of someone deeply and irresistibly
7. ob\_\_e individuals *adj.* excessively overweight, particularly to the point of being a serious health risk; having a body mass index (BMI) of 30 or more
8. und\_\_\_\_\_ate an enemy *v.* to think or suppose that a quantity, price, or size is smaller than it is
9. ina\_\_\_\_\_tly deleted *adv.* unintentionally; accidentally; without purpose or deliberate intent

ANSWERS: 1. disjoint, 2. repercussion, 3. isotype, 4. dichotomy, 5. numeracy, 6. fascinate, 7. obese, 8. underestimate, 9. inadvertently

10. the et\_\_\_\_\_gy of a word *n.* the study of the origin and history of words, including changes in meaning and form over time; the history of a particular word or phrase
11. fa\_\_\_\_\_te the public *v.* to attract and hold the attention of someone deeply and irresistibly
12. re\_\_\_t to a heavy smoker *v.* to return to a previous state or condition; to reply
13. commonly held mis\_\_\_\_\_ion *n.* a belief or an idea that is wrong because it has been based on faulty thinking, understanding, or hypothesis
14. he\_\_\_\_\_ic algorithm *adj.* relating to a trial-and-error method of problem-solving, often involving learning from one's mistakes and using feedback to improve one's approach; also used to describe a problem-solving method or approach that is practical, efficient, or intuitive
15. de\_\_\_e a plan *v.* to come up with an idea, plan, theory, etc., using your intelligence or imagination
16. use gam\_\_\_\_\_ion to learning *n.* the use of game design elements and techniques in non-game contexts to engage and motivate people to achieve their goals
17. de\_\_\_e a literary plot *v.* to come up with an idea, plan, theory, etc., using your intelligence or imagination
18. pre\_\_\_\_\_ved opinions *adj.* (of an idea or opinion) formed beforehand, especially without evidence for its truth or usefulness

ANSWERS: 10. etymology, 11. fascinate, 12. revert, 13. misconception, 14. heuristic, 15. devise, 16. gamification, 17. devise, 18. preconceived



19. dispel the mis\_\_\_\_\_ion *n.* a belief or an idea that is wrong because it has been based on faulty thinking, understanding, or hypothesis
20. he\_\_\_\_\_ic reasoning *adj.* relating to a trial-and-error method of problem-solving, often involving learning from one's mistakes and using feedback to improve one's approach; also used to describe a problem-solving method or approach that is practical, efficient, or intuitive
21. apo\_\_\_\_\_ic about the decision *adj.* overcome with anger, rage, or extreme indignation; extremely furious or enraged; (of medicine) related to or indicating a stroke
22. nu\_\_\_\_\_cy test results *n.* the ability to understand and work with numbers, particularly in the context of everyday life and practical applications
23. ob\_\_e children *adj.* excessively overweight, particularly to the point of being a serious health risk; having a body mass index (BMI) of 30 or more
24. r\_v up the crowd *n.* a measure of the rate at which an engine or motor rotates, often expressed in revolutions per minute (RPM); (verb) to increase the number of rotations per minute
25. the rep\_\_\_\_\_ion of an action *n.* an effect or consequence of something, especially an unwelcome one, of an event or action
26. cannot log in to the a\_p *n.* (abbreviation for application) software designed to run on smartphones and other mobile devices or inside a web browser on a PC

ANSWERS: 19. misconception, 20. heuristic, 21. apoplectic, 22. numeracy, 23. obese, 24. rev, 25. repercussion, 26. app

27. et\_\_\_\_\_gy dictionary *n.* the study of the origin and history of words, including changes in meaning and form over time; the history of a particular word or phrase
28. apo\_\_\_\_\_ic fit *adj.* overcome with anger, rage, or extreme indignation; extremely furious or enraged; (of medicine) related to or indicating a stroke
29. professional sta\_\_\_\_\_ians *n.* a person who studies or is an expert in statistics
30. low-r\_v engine *n.* a measure of the rate at which an engine or motor rotates, often expressed in revolutions per minute (RPM); (verb) to increase the number of rotations per minute
31. an\_\_\_\_\_e the body *v.* to make something full of interest and energy
32. im\_\_\_\_\_le love *adj.* unchanging; permanent or unalterable
33. gam\_\_\_\_\_ion of education *n.* the use of game design elements and techniques in non-game contexts to engage and motivate people to achieve their goals
34. an\_\_\_\_\_e his soul *v.* to make something full of interest and energy
35. re\_\_\_\_\_e resource allocation *v.* to reinterpret, rephrase, or redefine an issue, situation, or question in a different way
36. a pre\_\_\_\_\_ved notion *adj.* (of an idea or opinion) formed beforehand, especially without evidence for its truth or usefulness

ANSWERS: 27. etymology, 28. apoplectic, 29. statistician, 30. rev, 31. animate, 32. immutable, 33. gamification, 34. animate, 35. reframe, 36. preconceived

37. di\_\_\_\_\_nt events *adj.* not connected or joined; lacking coherence or coordination
38. im\_\_\_\_\_le characteristics *adj.* unchanging; permanent or unalterable
39. the fas\_\_\_\_\_on with classical music *n.* the state of being intensely interested in someone or something, or a powerful attraction
40. is\_\_\_\_\_e switching *n.* a variant form of a gene or an antibody molecule characterized by differences in genetic sequence, structure, or function
41. moral di\_\_\_\_\_my *n.* a division or contrast between two things that are or are represented as being opposed or entirely different; a sharp contrast between two opposing and mutually exclusive categories or concepts
42. rapt in fas\_\_\_\_\_on *n.* the state of being intensely interested in someone or something, or a powerful attraction
43. re\_\_\_\_\_e problem *v.* to reinterpret, rephrase, or redefine an issue, situation, or question in a different way
44. re\_\_\_\_t to the original subject *v.* to return to a previous state or condition; to reply
45. environmental sta\_\_\_\_\_ian *n.* a person who studies or is an expert in statistics
46. und\_\_\_\_\_ate the probability *v.* to think or suppose that a quantity, price, or size is smaller than it is
47. ina\_\_\_\_\_tly omitted *adv.* unintentionally; accidentally; without purpose or deliberate intent

ANSWERS: 37. disjoint, 38. immutable, 39. fascination, 40. isotype, 41. dichotomy, 42. fascination, 43. reframe, 44. revert, 45. statistician, 46. underestimate, 47. inadvertently

48. killer a\_p

*n.* (abbreviation for application) software designed to run on smartphones and other mobile devices or inside a web browser on a PC

ANSWERS: 48. app

## Session 3: Fill in the Blanks

1. The \_\_\_\_\_ puzzle pieces made it difficult to complete the jigsaw.  
*adj.* not connected or joined; lacking coherence or coordination
2. The discovery of a critical bug caused the company to delay the \_\_\_\_\_ release.  
*n.* (abbreviation for application) software designed to run on smartphones and other mobile devices or inside a web browser on a PC
3. The decision had far-reaching \_\_\_\_\_ and affected many people.  
*n.* an effect or consequence of something, especially an unwelcome one, of an event or action
4. Scientists use \_\_\_\_\_ antibodies to study different types of proteins in cells.  
*n.* a variant form of a gene or an antibody molecule characterized by differences in genetic sequence, structure, or function
5. The positive attitude of the supervisor \_\_\_\_\_ the discussion.  
*v.* to make something full of interest and energy
6. They frequently \_\_\_\_\_ their abilities and felt inferior.  
*v.* to think or suppose that a quantity, price, or size is smaller than it is
7. The therapist tried to \_\_\_\_\_ his negative thoughts.  
*v.* to reinterpret, rephrase, or redefine an issue, situation, or question in a different way
8. The doctor warned him that his \_\_\_\_\_ condition put him at risk for numerous health problems.  
*adj.* excessively overweight, particularly to the point of being a serious health risk; having a body mass index (BMI) of 30 or more

ANSWERS: 1. disjoint, 2. app's, 3. repercussions, 4. isotype, 5. animated, 6. underestimated, 7. reframe, 8. obese

9. 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
10. I \_\_\_\_\_ left my phone at home this morning and felt lost.
- adv.* unintentionally; accidentally; without purpose or deliberate intent
11. \_\_\_\_\_ skills are important in many industries, including finance and science.
- n.* the ability to understand and work with numbers, particularly in the context of everyday life and practical applications
12. Her \_\_\_\_\_ rage was evident as she shouted and slammed the door.
- adj.* overcome with anger, rage, or extreme indignation; extremely furious or enraged; (of medicine) related to or indicating a stroke
13. There are numerous \_\_\_\_\_ about food and health.
- n.* a belief or an idea that is wrong because it has been based on faulty thinking, understanding, or hypothesis
14. The magic tricks \_\_\_\_\_ the children.
- v.* to attract and hold the attention of someone deeply and irresistibly
15. The \_\_\_\_\_ between good and evil is common in literature and philosophy.
- n.* a division or contrast between two things that are or are represented as being opposed or entirely different; a sharp contrast between two opposing and mutually exclusive categories or concepts
16. The firm employs several \_\_\_\_\_ to develop a recommendation engine.
- n.* a person who studies or is an expert in statistics

ANSWERS: 9. gamification, 10. inadvertently, 11. Numeracy, 12. apoplectic, 13. misconceptions, 14. fascinated, 15. dichotomy, 16. statisticians

17. The teacher used a \_\_\_\_\_ method to teach the complex topic in a simple way.  
*adj.* relating to a trial-and-error method of problem-solving, often involving learning from one's mistakes and using feedback to improve one's approach; also used to describe a problem-solving method or approach that is practical, efficient, or intuitive
18. After trying the new software, I \_\_\_\_\_ to the old version.  
*v.* to return to a previous state or condition; to reply
19. He stepped on the gas pedal, and the engine released a loud \_\_\_\_\_.  
*n.* a measure of the rate at which an engine or motor rotates, often expressed in revolutions per minute (RPM); (verb) to increase the number of rotations per minute
20. I looked at the painting in \_\_\_\_\_.  
*n.* the state of being intensely interested in someone or something, or a powerful attraction
21. We should start a discussion from scratch with no \_\_\_\_\_ ideas.  
*adj.* (of an idea or opinion) formed beforehand, especially without evidence for its truth or usefulness
22. The study of \_\_\_\_\_ helps us to understand the origins of words.  
*n.* the study of the origin and history of words, including changes in meaning and form over time; the history of a particular word or phrase
23. They had to \_\_\_\_\_ a system that did not depend on fossil fuels.  
*v.* to come up with an idea, plan, theory, etc., using your intelligence or imagination

ANSWERS: 17. heuristic, 18. reverted, 19. rev, 20. fascination, 21. preconceived, 22. etymology, 23. devise

24. The laws of physics are \_\_\_\_\_ they never change.

*adj.* unchanging; permanent or unalterable

ANSWERS: 24. immutable;