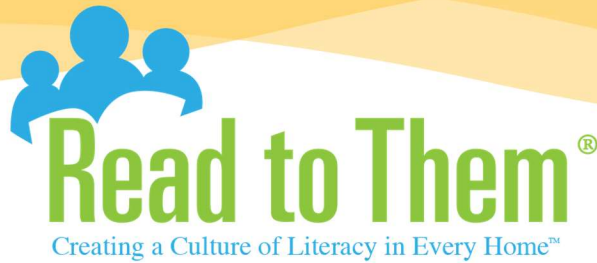


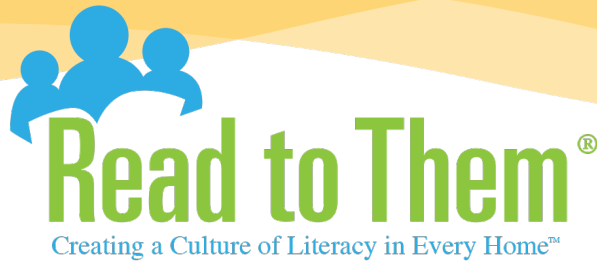
Strategies for Using Vocabulary

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
The Islanders (2021)
by Mary Alice Monroe with Angela May

Chapter 1 – The Ferry to Nowhere (pp. 1-5)

- vibrate (1) – quiver or throb back and forth
- transport plane (2) – military plane for carrying supplies
- scrunched (3) – crushed or squeezed
- muster (3) – bring forth, assemble
- cringe (4) – wince in embarrassment
- muffled (5) – cover up a sound

Chapter 2 – Welcome to the Island (pp. 6-17)

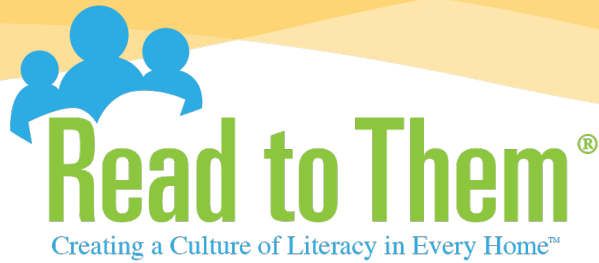
- bombardiers (7) – bomb droppers
- churned (7) – mixed vigorously
- glanced (8) – took a quick look
- shrouded (8) – covered up mysteriously
- squinted (9) – looked through narrowly opened eyes
- gaze (10) – look, view
- lurched (10) – stumble, walked off balance
- appraisingly (10) – assessing
- thicket (11) – densely clustered bushes or shrubs
- shimmering (11) – shiny, dazzling
- looming (12) – appearing ominously

Chapter 3 – The House in the Trees (pp. 18-24)

- crumpled (19) – folded or crunched up
- vaulted (20) – climbed
- scampered (25) – scrambled quickly

Chapter 4 – The Tropical Depression (pp. 25-35)

- browsing (25) – exploring
- rumbled (28) – made a deep vibrating sound
- wary (29) – alert, careful
- peering (30) – looking, examining
- withered (31) – fading away, decayed
- batty (35) – crazy



Chapter 5 – Cat and Mouse (pp. 36-44)

- camouflaged (38) – disguised
- slender (38) – slight, thin, wispy

Chapter 6 – New Friends (pp. 45-53)

- squealed (46) – exclaimed squeakily
- smirked (47) – expressed a look of disrespectful amusement
- crested (49) – topped

Chapter 7 – The Journal (pp. 54-65)

- rummaged (55) – searched carelessly
- tilting (56) – leaning over
- hitched (63) – skipped

Chapter 8 – The Phone Call (pp. 66-75)

- whirling (67) – spinning

Chapter 9 – The Disappointment (pp. 76-85)

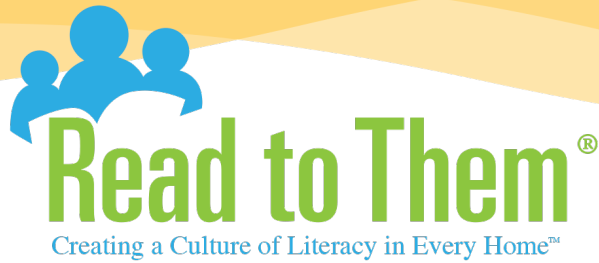
- ratty looking (77) – shoddy, unkempt, poor quality
- sparkling (82) – shiny
- shriveled (82) – wrinkled, decayed

Chapter 10 – The Long Dinner (pp. 86-97)

- erupted (90) – exploded
- scowled (90) – frowned
- creased (97) – furrowed

Chapter 11 – The Explorers (pp. 98-109)

- clattering (98) – making a racket
- gleamed (99) – shined, beamed
- guffawed (100) – laughed uproariously
- sauntered (100) – walked with an easy gait
- taunted (101) – teased
- scurrying (101) – hurrying
- teemed (102) – full of life
- pluff mud (105) – gooey Lowcountry mud like clay (“Lowcountry perfume”)



- dangling (105) – hanging over suspended
- skimmed (105) – surfed over the top of a surface
- peeled (106) – eyes open, looking aggressively

Chapter 12 – The Abandoned Boat (pp. 110-122)

- certified (113) – official
- swig (113) – a big sip
- tinkered (114) – experimented, fixed
- slurpy (116) – describing a wet, sloppy sound
- smeared (118) – slathered
- maneuvered (118) – steered, guided

Chapter 13 – Crime and Punishment (pp. 123-135)

- seeped (123) – dripped
- lurking (126) – hanging around ominously
- towering (127) – looming over
- adjoining (132) – adjacent, next

Chapter 14 – Dawn Patrol (pp. 136-147)

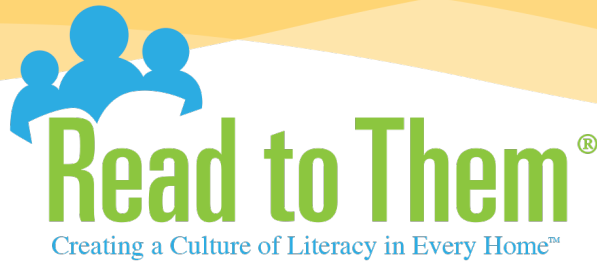
- grumbling (136) – complaining
- rose-tipped (138) – gently colored pink or red
- lapped (138) – overlapping
- wrack (139) – seaweed and broken shell and twigs from the sea
- huffed (142) – sighed in frustration
- probe (145) – device to measure below a surface

Chapter 15 – Save the Nest! (pp. 148-155)

- pouted (152) – made a disappointed or complaining face

Chapter 16 – Operation Coyote (pp. 156-167)

- stakeout (161) – a plan to lie in wait for something
- no-see-ums (162) – tiny biting gnats (“flying teeth”)
- gazebo (162) – a small covered porch or platform
- giggle (162) – playful laugh



Chapter 17 – The Stakeout (pp. 168-178)

- hobbling (173) – limping
- gritty (173) – tough, textured
- dabbed (176) – applied very gently
- tincture (176) – a very small reduced, concentrated amount

Chapter 18 – Independence Day (pp. 179-188)

- thrumming (180) – vibrating
- blurted (186) – carelessly exclaimed

Chapter 19 – The Long Walk (pp. 189-203)

- bramble (190) – thicket of twigs or shrubbery
- inching (196) – moving along in deliberate small steps
- trotted (197) – moving along at a brisk pace
- furrowed (199) – wrinkled
- reeling (201) – winding in
- veering (203) – heading at an angle or a new direction

Chapter 20 – Our Lucky Day (pp. 204-211)

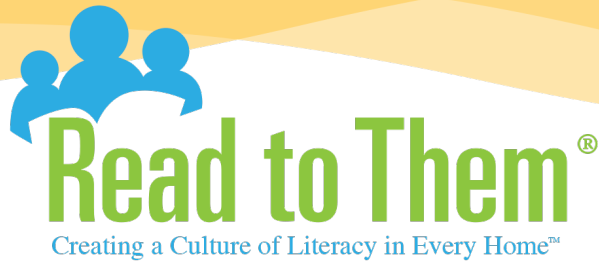
- rendezvous (205) – meeting (where we're meeting, in French)
- screeched (205) – ugly cry
- sprinted (205) – raced, hurried
- hulking (206) – large
- scraggly (206) – unkempt
- sandspur (210) – a prickly cocklebur

Chapter 21 – A Boy and His Dog (pp. 212-221)

- whimper (213) – make a small sound of pain
- morosely (215) – sadly

Chapter 22 – The Tests (pp. 222-234)

- sidekick (223) – companion
- dorsal fin (226) – the fin on the back of a dolphin or shark or whale
- bobbed (227) – gently rose and fell in the water
- caftan (232) – a loose dress or robe



Chapter 23 – The Emergence (pp. 235-249)

- hoisted (235) – lifted
- (red)-tinted (240) – colored

Chapter 24 – The Magic of the Full Moon (pp. 250-259)

- inventory (254) – complete list of supplies or stock
- retrieve (255) – find or recover
- momentum (258) – the sense of motion or progress

Chapter 25 – The Letter (pp. 260-267)

- postmark (261) – marking that tells when a letter was mailed
- bolted (262) – jumped up quickly
- pilings (262) – posts
- hammock (263) – a swing made of rope big enough to lie down in
- destiny (266) – what the future holds
- genes (266) – cells that hold what you inherit from your parents' cells
- taboo (266) – forbidden

Chapter 26 – A New Beginning (pp. 268-272)

- hovering (268) – hanging around nearby or in the air

Chapter 27 – The Farewell (pp. 273-287)

- duffel (274) – coarse woolen material used for luggage or coats
- stubble (282) – short unshaved hairs on the face, or short leftover stalks from the harvest
- clutching (286) – grasping