

Determining the Facts: Vocabulary Jeopardy!

Overview

Students will complete vocabulary lists using context clues found in the readings and dictionaries. They will then play *Vocabulary Jeopardy!* to re-enforce the lesson.

Essential Questions:

- What do these words, important to the *Determining the Facts* readings, mean?

New York State Standards:

- English Language Arts
 - Standard 1: Language for Information and Understanding
 - Standard 3: Language for Critical Analysis and Evaluation

Materials:

- Copies of Vocabulary list
- Dictionaries
- *Vocabulary Jeopardy!* Board (25 3x5" note-cards taped to a piece of tag board or the black-board)
- Copies of the vocabulary words on 3x5" note-cards

Procedure

- The teacher will distribute the vocabulary list with each of the readings. The students should use the same list for each of the three readings, as some words appear in each reading, while other are not.
- The teacher will instruct the students to fill in the vocabulary list using context clues to make a definition or looking the definition up in a dictionary.
- The Teacher will then set-up the *Vocabulary Jeopardy!* board.
 - The board will have 5 columns with 5 pockets each, a point value increasing from top to bottom will be written on each pocket.
 - Into each pocket, a 3X5" card with a vocabulary word and its definition will be placed.

- The teacher may want to collect the students' vocabulary lists and redistribute them when the game is done.
- Students will be distributed into three teams (of equal size, if possible) to play the game.
- The game will begin with a random team starting play by choosing a category and point value. The teacher will read the definition of the word to the students, and whoever raises their hand first will have the opportunity to answer the question with the matching vocabulary word. The teacher will then allow the student who answered correctly to choose the next pocket to be read.
- Play will end when all the pockets are emptied. The students may wager up to the number of point they have at the end of the game, then the teacher will read one final vocabulary definition to the students. Each team will be given the opportunity to write the definition on a piece of paper. If the students answer the question correctly they will be given the number of points they wagered; if the question is answered incorrectly, they will loose the points. The winning team is that with the most points.

Evaluation

The teacher may collect the completed vocabulary list for assessment or give a test using selected vocabulary words.

Determining the Facts: Grade 4 Vocabulary List

Americanism A word, phrase, or custom that originated in the United States, or is regarded as characteristic of the United States.

Amusement Entertainment; something to do for fun.

Assimilation Integration into a group; the process by which one group takes on the cultural traits of a larger group.

Aztecs The people who dominated Mexico in the early sixteenth century.

Bunting

Outdoor decorations usually made from strings of cloth or paper for hanging.

Byzantine Era

Refers to the period of rule in the Eastern Roman Empire beginning in 330 A.D.

Chariots

Ancient two-wheeled horse-drawn vehicle used in races, warfare, or processions. On a carousel a chariot is any bench or seat for riders.

Coney Island

Large amusement park in New York City, NY. This park was the largest and best known amusement park in the United States in the late 1800s.

"Coney Island Style"

Name given to the style of carousel carving led by Charles Loof; known for elegant and natural-looking animals.

"Country Fair Style"

Name given to the style of carousel building led by Allan Herschell. Horses and other figures were somewhat simple in order to allow these carousels to be disassembled and moved to fairs around the country.

Crescent Park Carousel

Located at Crescent Park in Riverside, Rhode Island; created by Charles Loof. It is known for being especially fancy and features mirrors, glass jewels, colored windows, and an organ.

Gustav Dentzel

Leader of the Philadelphia style of carousel building; became known as the "father of American carousel carving."

Elaborate

Contains a great deal of fancy detail and decoration.

Empire State Carousel

A carousel designed by master carver Gerry Holzman to showcase the history, geography, and wildlife of the state of New York.

Engineer

A person skilled in design and construction.

Evolution

The process of growth; development.

Exotic

Strikingly different or unusual; often very colorful and exciting; suggesting distant countries and unfamiliar cultures.

Flourish

To be successful.

Folk art

Style of art; paintings and decorative objects made by artists without formal academic training.

Forerunner

Anything that comes before something similar in time.

Great Depression

Period in United States history that began with the stock market crash of 1929. Millions of Americans lost their jobs and the national economy remained very poor throughout the 1930s.

"Golden Age of Carousels"

Refers to the period between 1870 and 1930 when carousels with hand-carved wooden animals were produced in large numbers.

Allan Herschell

Leader of the Country Fair style of carousel building. Herschell immigrated to the United States from Scotland and opened his first carousel in 1883.

Gerry Holzman

Developed the idea for the Empire State Carousel and supervised its construction.

Horsemanship

The skill of riding horses.

Immigration

The act of people entering into a new country to settle permanently.

Indigenous

Belonging to a place; originating in and typical of a region or country.

Intricate

Complicated

King Louis XIV

The fourteenth king of France. He ruled from 1643 until 1715. He was known for his extravagant lifestyle.

Charles Loof

Leader of the "Coney Island style" of carousel building. Immigrated to the United States from Schleswig-Holstein, Germany, in 1870 and opened his first carousel in 1876.

Machinist

A person who uses or makes machines.

Mass produced

To make a product in large amounts, exactly the same.

Mechanism

Moving parts that perform a job.

Menagerie

A collection of wild animals kept in captivity for the curiosity and entertainment of the public, sometimes as part of a traveling show such as a circus. In carousels, the word menagerie refers to the collection of different animals.

Mimic

To resemble something in a way that seems like a deliberate copy.

Patent

A government protection to keep an inventor's idea from being stolen.

"Philadelphia Style"

Name given to the style of carousel building led by Gustav Dentzel. Blended beautiful movements, sound, and color with very natural-looking animals.

Propel

To move forward.

Realism

In artistic and literary works, refers to lifelike representations of people and the world, without making them seem ideal.

Revolutionize

To make a major change.

Frederick Savage

An engineer who, in the 1860s, created the mechanism that allows carousel animals to move up and down.

Spear

To hit or pierce with a spear.

"Total Carousel Experience"

Charles Loof's idea of blending bright lights, brilliant colors, and fanciful figures into carousels for riders to enjoy.

Wheelwright

A person who makes or fixes wheels.

Name: _____

Determining the Facts: *Vocabulary List*

As you read, fill in the definitions based on context clues or using a dictionary.

Americanism:

Amusement:

Assimilation:

Aztecs:

Bunting:

Byzantine Era:

Chariots:

Coney Island:

“Coney Island style”:

“Country fair style”:

Crescent Park Carousel:

Dentzel, Gustav:

Elaborate:

Empire State Carousel:

Engineer:

Evolution:

Exotic:

Flourish:

Folk art:

Forerunner:

Great Depression:

“Golden age of carousels”:

Herschell, Allan:

Holzman, Gerry:

Horsemanship:

Immigration:

Indigenous:

Intricate:

King Louis XIV:

Loof, Charles:

Machinist:

Mass produced:

Mechanism:

Menagerie:

Mimic:

Patent:

“Philadelphia style”:

Propel:

Realism:

Revolutionize:

Savage, Frederick:

Spear:

"Total carousel experience":

Wheelwright:
