| Name | Date |
|------|------|
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#### **Vocabulary: Lesson 10**

from "The Standard of Living" by Dorothy Parker

- 1. absorbing (adj.)- extremely interesting; holding one's attention; fascinating
- 2. **astonishing** (*adj.*)- causing overpowering wonder; surprising; amazing; astounding
- 3. **bequest** (*n*.)- property left to someone in a will; legacy
- 4. **expenditure** (*n*.)- money that is paid out; anything that is spent
- 5. **forfeit** (v.)- to lose as a result of error, fault, or crime
- 6. **hazard** (*n*.)- risk or danger, especially that which is beyond one's control
- 7. ideal (adj.)- perfect; lacking nothing; excellent; faultless
- 8. **stimulate** (v.)- to rouse to action; to excite, goad, or urge
- 9. **version** (*n*.)- an account of something; a particular form
- 10. zest (n.)- enjoyment; interest; fun

#### Exercise 2: Using Vocabulary in Context

| 1       |             |      |      |      |  | <br> |
|---------|-------------|------|------|------|--|------|
| -       |             |      |      |      |  |      |
| _<br>2. |             |      |      |      |  |      |
| _       |             |      |      |      |  |      |
| 3       |             |      |      |      |  |      |
| _       |             |      |      |      |  |      |
| 4       |             |      |      |      |  |      |
|         |             |      |      |      |  |      |
| 5.      | <br><u></u> | <br> | <br> | <br> |  |      |



#### from The Standard of Living (fiction)

by Dorothy Parker

Always the girls went to walk on Fifth Avenue on their free afternoons, for it was the **ideal** ground for their favorite game. The game could be played anywhere, and indeed, was, but the great shop windows **stimulated** the two players to their best form.

Annabel had invented the game; or rather she had evolved it from an old-one. Basically, it was no more than the ancient sport of what-would-you-do-if-you-had-a-million-dollars? But Annabel had drawn a new set of rules for it, had narrowed it, pointed it, made it stricter. Like all games, it was the more **absorbing** for being more difficult.

Annabel's **version** went like this: You must suppose that somebody dies and leaves you a million dollars, cool. But there is a condition to the **bequest**. It is stated in the will that you must spend every nickel of the money on yourself.

There lay the **hazard** of the game. If, when playing it, you forgot and listed among your **expenditures** the rental of a new apartment for your family, for example, you lost your turn to the other player. It was **astonishing** how many—and some of them among the experts, too—would **forfeit** all their winnings by such slips.

It was essential, of course, that it be played in passionate seriousness. Each purchase must be carefully considered and, if necessary, supported by argument. There was no **zest** to playing wildly.

## • • Exercise 1: Context Clues

Read the passage above, paying special attention to the words in dark type. These are the Master Words you will study in this lesson. As you read, look for context clues in the sentences and paragraphs around each Master Word. Circle any words and phrases that give clues to the meaning of the Master Words.

| Place a ch  | _           | Naster Words<br>el you know; und | ;<br>Ierline words you dor | n't know. |
|-------------|-------------|----------------------------------|----------------------------|-----------|
| absorbing   | bequest     | forfeit                          | ideal                      | version   |
| astonishing | expenditure | hazard                           | stimulate                  | zest      |

# ... Exercise 5: Using Words with Multiple Meanings

Each of the Master Words (in bold type) is used differently and has a different meaning from the same word in the passage. For each word, note the part of speech and write your definition of the word as it is used in the sentence. Then write the dictionary definition.

| 1. The towels we   | ere absorbing   | the water                  | that had cor       | ne in through t | the of | pen window.   |
|--------------------|---|----------------------------|--------------------|-----------------|--------|---|
| Your Defin         | nition:   |                            |                    |                 |        |   |
| Dictionary Defi    | nition:   |                            | ****               |                 |        |   |
| 2. After a whole   | night of studyi                                       | ng, Chris v                | was not <b>abs</b> | orbing any mo   | ore in | formation.  |
| Your Defin         | nition:   |                            |                    | •               |        |   |
| Dictionary Defi    |   |                            |                    |                 |        |   |
| 3. I could not ha  | zard a guess a  | bout whic                  | h team will        | win the tourna  | ment   | •   |
| Your Defi          | nition:   |                            |                    |                 |        |   |
| Dictionary Defin   | nition:   | ~                          |                    |                 |        |   |
| 4. Golfers try to  | avoid <b>hazards</b>                                  | such as sa                 | and traps tha      | it make it hard | (or i  | mpossible) to hit the ball.   |
| Your Defin         | nition:   |                            |                    |                 |        |   |
| Dictionary Defi    | nition:   |                            |                    |                 |        |   |
| blank that would c | tionship between<br>reate a similar<br>synonyms, anto | en the firs<br>relationshi | ip with the s      | econd pair of   | word:  | te the Master Word on the<br>s. The types of analogies used<br>ver of action. (See page 158 for |
| 1. gift            | : present   | :: <u> </u>                |                    | ·               | :      | legacy  |
| 2. commit          | : murder  |                            |                    |                 | _ :    | turn .  |
| 3. excruciating    | : pain  |                            | xtravagant         |                 | :      |   |
| 4. annoying        | : irritating  | :: st                      | urprising          |                 | :      |   |
| 5. maiden          | : voyage  | :: la                      | itest              |                 | :      |   |
| 6. scarce          | : abundant  | :: a                       | pathy              |                 | :      |   |
|                    |   |                            |                    |                 |        |   |

# • • Exercise 3: Synonyms and Antonyms

Use the synonyms and antonyms in the word list to fill in the blanks except where you see an X.

|                        | Synonyms | Antonyms | Word           | List  |
|------------------------|----------|----------|----------------|---|
| 1. ideal               |          |          | amazing        | form  |
|                        |          |          | -<br>apathy    | gain  |
| 2. stimulate           |          |          | - boring       | income  |
| 3. zest                |          |          | danger         | legacy  |
| 4. absorbing           |          | •        | deaden         | lose  |
| T. absorbing           | •        |          | disinheritance | ordinary  |
| 5. <b>version</b>      |          | X        | _ energy       | payment   |
| 6. bequest             |          |          | excite         | perfect   |
|                        |          |          | fascinating    | safety  |
| 7. hazard              |          |          | faulty         | e de la companya de |
| 8. expenditur          | е        |          | _              |   |
| 9. <b>astonishin</b> s | វ        |          |                |   |
| ). <b>u</b> bbolling   |          |          | -              |   |
| 10. <b>forfeit</b>     |          |          | _              |   |

### • Exercise 4: Sentence Completion

From the Master Words, choose the appropriate word for the blank in each of the following sentences. Write the word in the space provided at the right.

| 1.  | In order to save money, one's income must exceed one's?(s).                                       |   |
|-----|---|---|
| 2.  | Each of the three witnesses had a separate? of the crime.   |   |
| 3.  | Even at the age of ninety, Betty had not lost her? for living.                                    |   |
| 4.  | Although Aunt Ellen's cookbooks did not seem to be a valuable?, they provided hours of enjoyment. |   |
| 5.  | A crate of peaches that had fallen onto the highway was (a, an)? to drivers.                      |   |
| 6.  | Maria never married because she couldn't match her dreams of the? man to reality.                 | , |
| 7.  | Barry had to? his match because he was an hour late to the tournament.                            |   |
| 8.  | Imagine my surprise when the talented painter revealed the? fact that she was blind.              |   |
| 9.  | So? was Ted's study of Civil War battles that he hated to stop even for dinner.                   | , |
| 10. | The brainstorming session helped? new ideas.  |   |