

# GLOSSARY

## A

- a bit of a mouthful (skill 7: passage 94)
  - long phrase or word that is difficult to say
- abundance (skill 2: passage 12)
  - large amount
- abundant (skill 4: passage 48)
  - more than enough
- adept (skill 6: passage 74)
  - skilful
- administer (exercise 5)
  - give a medical treatment
- adoringly (skill 5: passage 69)
  - with liking and admiration
- agile (skill 2: passage 23)
  - move quickly and easily
- agitatedly (exercise 9)
  - in a nervous and upset manner; not calm
- aloof (skill 6: passage 73)
  - unfriendly
- amateur (exercise 7)
  - not skilled at something
- amiss (skill 1: passage 1)
  - wrong; a problem
- ample (skill 7: passage 91)
  - more than enough
- annual (skill 2: passage 16)
  - once a year
- appetising (skill 1: passage 4)
  - referring to food that makes one want to eat it
- approximately (skill 6: passage 75)
  - roughly
- archaeologist (skill 2: passage 20)
  - someone who studies ancient remains to learn more about ancient societies
- arduous (skill 6: passage 71)
  - involving great effort
- arid (exercise 16)
  - dry with little or no rain
- armour (skill 4: passage 55)
  - metal covering worn by soldiers to protect their body during a battle
- aroma (skill 1: passage 4)
  - pleasant smell
- artificial (skill 4: passage 60)
  - not real
- assassin (skill 2: passage 19)
  - someone who kills an important person

- assure (skill 6: passage 82)
  - tell someone something unpleasant is not going to happen
- average (skill 4: passage 62)
  - normal
- avoid (skill 2: passage 6)
  - not do something

## B

- backtrack (exercise 14)
  - go back and take the route that one has come from
- barely (skill 2: passage 18)
  - almost; hardly
- batter (skill 1: passage 4)
  - a mixture of flour, liquid, eggs, etc. that is used to make cakes and bread
- battle (skill 3: passage 38)
  - fight against
- bazaar (exercise 11)
  - market
- besiege (skill 4: passage 48)
  - surround a place using military force until the people within give up control of the place
- beverage (skill 6: passage 86)
  - drink
- bleary-eyed (skill 2: passage 16)
  - unable to see clearly as one is tired
- bliss (skill 3: passage 33)
  - perfect happiness
- blotch (skill 3: passage 39)
  - large and irregular patch on the skin
- brace (skill 2: passage 11)
  - prepare for an unpleasant event
- brandish (exercise 15)
  - wave or show something to threaten
- briskly (exercise 17)
  - quickly
- bristle (skill 2: passage 23)
  - short and stiff hair on the skin of an animal
- budge (exercise 9)
  - move
- burly (skill 1: passage 2)
  - big and strong
- buzz (exercise 17)
  - low continuous sound

**C**

captivate (skill 5: passage 67)  
be so attracted to something or someone that one's attention is completely focussed on it

captive (skill 4: passage 61)  
kept in a place and not allowed to leave

carcass (skill 4: passage 48)  
body of a dead animal

cargo (exercise 15)  
goods carried on a ship or other vehicles

casualty (skill 3: passage 38)  
someone killed or injured in an accident

ceremony (skill 3: passage 25)  
formal religious occasion

chapati (skill 2: passage 10)  
a thin pancake made of whole grain bread (an Indian food)

chisel (skill 7: passage 92)  
a tool with a sharp edge to cut stone or wood

circulate (skill 2: passage 24)  
move around within a particular system

clutch (exercise 19)  
hold tightly

coastal (exercise 3)  
near the sea

colleague (skill 2: passage 22)  
someone that one works with

commotion (exercise 6)  
sudden noisy activity

companion (skill 1: passage 2)  
someone whom one spends time with or does things with

complexion (skill 6: passage 77)  
colour and appearance of one's face

condemn (skill 4: passage 51)  
strongly disapprove

conserve (skill 2: passage 11)  
use as little as possible

constellation (skill 6: passage 84)  
a pattern formed by a group of stars

contract (skill 2: passage 13)  
become smaller

controversial (skill 4: passage 51)  
something that causes disagreement among people because of differing views

convoy (exercise 15)  
group of ships or vehicles travelling together

cosmetics (skill 6: passage 77)  
items to make one's skin, hair, etc. look more attractive

cringe (exercise 8)  
feel fear or embarrassment inwardly

critical (skill 2: passage 11)  
very important

crucial (skill 2: passage 24)  
very important

**D**

dainty (skill 6: passage 77)  
small and delicate

daze (skill 6: passage 85)  
unable to think clearly

debris (skill 6: passage 81)  
pieces left after an accident

decade (skill 3: passage 25)  
a period of ten years

deceased (skill 6: passage 74)  
the dead

decline (exercise 12)  
refuse politely

deftly (skill 2: passage 19)  
skilfully

delay (skill 6: passage 78)  
something does not happen at the time it is supposed to

deserted (skill 1: passage 2)  
empty and quiet because of the absence of people

destination (skill 5: passage 65)  
place that one is going to

devise (exercise 4)  
come up with something such as a plan

diagnosis (skill 6: passage 83)  
finding out what is wrong after an examination

dilemma (exercise 5)  
difficult to make a choice because all the options are equally bad or equally good

discharge (skill 2: passage 8)  
substance that is sent out

discomfort (skill 4: passage 63)  
feel uncomfortable

disembark (exercise 8)  
get off an aircraft or a ship

dishevelled (exercise 8)  
untidy

dismay (skill 6: passage 71)  
disappointment and worry

disperse (skill 2: passage 7)  
spread over a wide area

don (skill 3: passage 38)  
wear

douse (exercise 2)  
pour liquid over a fire to stop it from burning

drag (exercise 6)  
pull someone to a place because the person is reluctant to do it

dramatic (skill 4: passage 53)  
impressive and noticeable

drastically (exercise 13)  
a lot

draw out (skill 2: passage 23)  
take out

drift (exercise 2)  
move slowly through the air or on water

duvet (exercise 12)  
a quilt filled with down or feathers

## E

effortlessly (skill 7: passage 93)  
referring to doing a skilful move and making it seem easy

elated (skill 7: passage 94)  
very happy

enable (skill 2: passage 21)  
make something possible

endangered (skill 4: passage 54)  
may be used to refer to a species of animal with such a small population that soon none of the animals in that species will exist

engrossed (skill 5: passage 67)  
focus all of one's interest on something

ensure (skill 2: passage 5)  
make certain that something is done

enterprising (skill 4: passage 62)  
think of new ideas and activities

essential (skill 2: passage 5)  
necessary

examine (skill 3: passage 28)  
look thoroughly

expand (skill 2: passage 13)  
become bigger

extreme (skill 3: passage 32)  
very great

## F

fabric (skill 6: passage 89)  
cloth

fatal (exercise 3)  
resulting in death

fate (skill 3: passage 33)  
the outcome of one's life that is out of one's control

favour (skill 7: passage 91)  
like; approve of

feasible (exercise 13)  
possible

ferocious (skill 1: passage 2)  
violent, fierce and dangerous

fertile (skill 2: passage 24)  
land that is able to produce good crops

firm (skill 2: passage 7)  
not soft

flexibility (skill 6: passage 75)  
able to change easily to suit the situation

flight (skill 6: passage 88)  
journey through the air in a vehicle

forefinger (skill 2: passage 7)  
index finger; finger next to the thumb

furtively (skill 1: passage 2)  
behave in a secretive manner

futile (skill 4: passage 48)  
actions that have no chance of success

## G

generate (skill 7: passage 91)  
produce

gesticulate (exercise 1)  
make movements with the hands and arms instead of speaking

glance (skill 1: passage 2)  
quick look

gnaw (skill 4: passage 50)  
chew

Goliath (exercise 3)  
very big

## H

harshly (skill 6: passage 71)  
unkindly

harvest (skill 1: passage 3)  
time that crops are gathered from the fields

heart (skill 3: passage 25)  
centre of a place

heart sinks (skill 3: passage 36)  
lose hope

helplessly (skill 6: passage 87)  
unable to help oneself

highlight (skill 4: passage 45)  
the most important or interesting part of an event

hollow (skill 2: passage 17)  
empty space inside something such as a tube

hooked (skill 2: passage 23)  
curved like a hook

hurl (skill 1: passage 2)  
throw forcefully

## I

illuminate (exercise 12)  
shine a light on a particular place to light up the place

immensely (skill 4: passage 49)  
extremely

imposing (exercise 12)  
impressive and grand

impress (skill 4: passage 53)  
respect and admiration

inactive (skill 7: passage 93)  
not doing anything

incantation (skill 6: passage 83)  
words used in magic

incensed (exercise 2)  
very angry

incessant (exercise 1)  
without stopping

inconspicuous (skill 2: passage 24)  
not easily noticed

incredibly (skill 7: passage 94)  
extremely

indicate (skill 6: passage 80)  
show that something is true

infect (skill 4: passage 46)  
become harmful and get a disease

initially (exercise 3)  
in the beginning

insist (skill 2: passage 15)  
demand forcefully

insufficient (skill 2: passage 12)  
not enough

intimidated (exercise 3)  
feel worried and fearful because of the people or situation that one is in

intrigue (skill 7: passage 94)  
be interested or curious about something because it seems mysterious or strange

## J

jagged (skill 1: passage 2)  
rough and pointed edges

junk food (skill 2: passage 12)  
food containing a lot of sugar, fats, etc., that is unhealthy but quick and easy to eat

## K

kernel (skill 6: passage 89)  
the seed or fruit inside the shell

## L

ladle (skill 1: passage 4)  
put liquid onto plates, bowls, etc.

landslide (skill 6: passage 81)  
a lot of earth or rocks falling suddenly from a cliff

lifeless (skill 3: passage 37)  
lacking activity and without living things

loiter (skill 3: passage 44)  
wait somewhere without any reason

## M

magnificent (skill 4: passage 48)  
beautiful and impressive

malady (skill 3: passage 28)  
illness

malnutrition (skill 2: passage 12)  
be ill and weak because of the lack of nutritious food

manual (skill 2: passage 22)  
operated without electricity or computers

march (exercise 9)  
walk with quick and firm steps

massive (skill 2: passage 15)  
big

measles (skill 2: passage 6)  
infectious viral illness that causes fever and a rash

mellow (skill 6: passage 76)  
smooth and soft

meteorologist (skill 2: passage 11)  
person who studies the weather

mimic (exercise 9)  
copy how someone speaks or behaves

misdeed (skill 4: passage 51)  
wrong action

misery (skill 3: passage 33)  
a lot of discomfort

mite (skill 2: passage 6)  
small creature that lives in plants, carpets, etc.

moist (skill 2: passage 24)  
a little wet

mouldy (skill 1: passage 3)  
covered with a substance that appears on food because it has become rotten

mount (skill 4: passage 56)  
go up

mull over (skill 2: passage 22)  
think about a problem for a long time

musty (exercise 12)  
a mouldy and damp smell

mythology (skill 6: passage 84)  
a set of ancient stories which might not be true

## N

nan (skill 2: passage 10)  
a type of flat bread

negligent (exercise 15)  
not showing enough responsibility towards what one is supposed to

nip (exercise 3)  
bite

noble (skill 6: passage 77)  
belonging to the group that is the highest class in society

notch (exercise 1)  
a point or level on a scale

## O

ooze (skill 4: passage 46)  
thick liquid that comes out slowly

opt (skill 4: passage 64)  
choose

orderly (skill 2: passage 16)  
in an organised and neat manner

originate (skill 6: passage 90)  
place where something is created

overhear (skill 3: passage 35)  
hear what someone says without that person knowing

overshadowed (skill 2: passage 21)  
make something else seem less important

overwhelming (exercise 13)  
very large amount

## P

paddock (exercise 20)  
small field where horses are kept

patron (skill 7: passage 92)  
someone who supports an event or organisation by providing it with the funds it needs

permit (skill 3: passage 25)  
officially allow

perpetrator (exercise 4)  
someone who does something illegal or morally wrong

persistence (skill 2: passage 20)  
determination to do something that is difficult

persuade (skill 2: passage 22)  
get someone to do something through reasoning or by asking them repeatedly

pharaoh (skill 7: passage 92)  
ruler in ancient Egypt

pier (skill 5: passage 68)  
a platform constructed from the shore into the sea that boats can stop next to, where people can walk or where eating outlets are located

pigment (skill 2: passage 9)  
substance that gives hair, skin, plants, etc. their colour

pile (skill 5: passage 69)  
get into a vehicle quickly

plaited (skill 7: passage 91)  
twist three pieces one over another to make one piece

plentiful (skill 2: passage 10)  
more than enough

plush (exercise 12)  
comfortable and of good quality

poison ivy (skill 2: passage 6)  
a climbing plant that produces an oil that causes skin irritation

proclaim (exercise 5)  
say publicly that something is true

prone (skill 2: passage 12)  
likely to cause

prosperous (skill 2: passage 20)  
wealthy and successful

purchase (skill 1: passage 3)  
buy

## R

ransom (exercise 10)  
money that is demanded or paid for the release of a person who has been captured

react (skill 2: passage 16)  
behave

rear (exercise 20)  
referring to an animal that rises and stands on its back legs

rebellious (skill 3: passage 44)  
purposely not obeying rules

recall (skill 2: passage 22)  
think about an event that happened in the past

reek (exercise 2)  
strong and unpleasant smell

regain (skill 3: passage 27)  
get something back

relatively (skill 4: passage 50)  
quite

relentless (exercise 3)  
something unpleasant that continues without stopping

reprimand (skill 3: passage 44)  
scold

resort (skill 2: passage 9)  
turn to

retreat (exercise 15)  
withdraw from the enemy because one has been defeated

roaring trade (skill 4: passage 62)  
sell a lot of things very quickly

rodent (skill 4: passage 50)  
small animal with long and sharp front teeth

## S

salvage (skill 4: passage 64)  
save something from a bad situation; save something from being damaged

savage(exercise 15)  
fierce and violent

scarlet fever (skill 2: passage 6)  
infectious bacterial infection that causes fever and a rash

scarce (skill 2: passage 12)  
not much

scheme (skill 4: passage 64)  
official plan or arrangement

scramble (skill 1: passage 1)  
climb with difficulty often using one's hands

sealant (skill 1: passage 1)  
a substance used to protect a surface from water, air, etc.

seasoned (skill 5: passage 70)  
food that has salt, pepper, sauces or other spices added to it

second degree burn (skill 2: passage 15)  
a burn that results in blisters

seep (skill 1: passage 1)  
flow slowly through a small space

severe (skill 2: passage 11)  
very bad

shrine (skill 3: passage 25)  
place that is regarded as holy, usually consisting of a building or other structures

siege (skill 4: passage 48)  
army or police surround a place to try to gain control of the place or force anyone in the place to leave

sieve (skill 1: passage 4)  
a kitchen tool that is used to separate liquids from solids or smaller solids from larger pieces

simultaneously (skill 6: passage 76)  
at the same time

sip (skill 6: passage 86)  
drink in small mouthfuls

sizzling (skill 1: passage 4)  
very hot

skid (skill 4: passage 56)  
slide because of stopping suddenly or because the ground is slippery

skillet (skill 5: passage 70)  
cooking pan with a long handle

slumber (skill 3: passage 38)  
sleep

smear (skill 2: passage 19)  
spread a liquid on a surface

snorkel (skill 1: passage 1)  
tube for breathing underwater

sober (skill 6: passage 85)  
not drunk

spear (skill 4: passage 55)  
weapon with a pointed tip

spell (skill 2: passage 11)  
a period of time when there is a particular activity, weather, etc.

sprint (skill 1: passage 2)  
run quickly for a short distance

squash (skill 7: passage 91)  
press something and make it flatter, usually destroying it

stammer (exercise 19)  
speak with pauses and repeated sounds because of nervousness, fear or a speech problem

staple (skill 6: passage 89)  
food that is eaten all the time

strain (skill 2: passage 13)  
injure a muscle because it has been used too much

stunned (skill 1: passage 1)  
surprised or shocked

sturdy (exercise 15)  
strong and well-made

subdued (exercise 17)  
behaviour that is controlled

subject (skill 4: passage 51)  
the thing that a play, book, film, etc. is about

succulent (exercise 18)  
juicy

succumb (skill 3: passage 28)  
die from a particular illness or injury

sufficiently (skill 1: passage 3)  
enough for a particular purpose

sulphur (skill 4: passage 55)  
a type of chemical

surroundings (skill 2: passage 6)  
the things around a person such as buildings



sustain (skill 4: passage 56)  
suffer

swerve (skill 4: passage 56)  
change direction suddenly

swig (skill 5: passage 66)  
gulp; drink in large mouthfuls

sympathetic (skill 2: passage 15)  
feel sorry for others

symptoms (skill 6: passage 83)  
something that shows what illness you are suffering from

## T

tease (skill 2: passage 15)  
make fun of others either in an unkind or in a friendly manner

technique (skill 2: passage 17)  
method

tender (skill 6: passage 72)  
not tough; soft

thinning (exercise 8)  
fewer in number

threateningly (skill 6: passage 87)  
behave in a way that shows one might cause harm to someone else if the person does not do what one wants

thrilling (skill 6: passage 88)  
exciting

thrive (skill 7: passage 91)  
be strong

topple (skill 5: passage 65)  
become unsteady and fall over

trample (exercise 20 )  
step heavily and crush

trigger (skill 6: passage 81)  
make something happen quickly

tropical (skill 2: passage 18)  
hottest parts of the world

truant (skill 3: passage 44)  
referring to a student's act of staying away from school without permission

tuck into (skill 1: passage 4)  
eat eagerly

## U

unbearably (skill 3: passage 30)  
hard to endure

unkempt (exercise 8)  
untidy hair

unpopulated (skill 3: passage 32)  
no one living in a place

unscathed (exercise 15)  
no damage or harm suffered

unthinkable (skill 3: passage 33)  
too unlikely to be possible

## V

vaccine (exercise 5)  
a substance containing a weak form of a particular bacteria or virus given to someone so the person will be protected from the illness

vent (skill 6: passage 88)  
a hole or a pipe for liquid and gas

vigilant (exercise 15)  
watchful and alert

vigorously (skill 1: passage 3)  
with great strength and energy

visibility (skill 6: passage 78)  
the distance one is able to see

vital (skill 2: passage 19)  
very important

voyage (skill 2: passage 18)  
long journey usually in a ship or spacecraft

## W

wary (skill 1: passage 2)  
be careful because of possible danger

wavy (skill 6: passage 72)  
smooth and curved

whiff (skill 6: passage 85)  
slight smell

whisk (skill 1: passage 4)  
to mix eggs and liquid using a fork or a whisk

whoosh (exercise 1)  
a soft rushing sound because of a quick movement

wither (exercise 2)  
become dry and small and eventually die

## Y

yacht (skill 1: passage 1)  
large boat with a sail

yelp (skill 1: passage 2)  
short, sharp cry because of pain or surprise