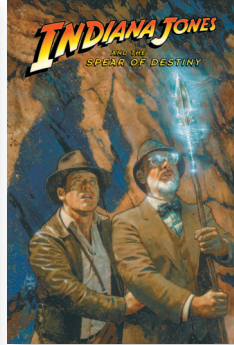
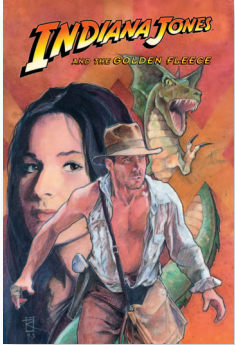


READING is a SUPERPOWER with Spotlight graphic novels & comic books!



INDIANA JONES SET 1

Comic book text is short, but that doesn't mean students don't learn a lot from it! Comic books and graphic novels can be used to teach reading processes and writing techniques, such as pacing, as well as expand vocabulary. Use this PDF to help students get more out of their comic book reading.

Here are some of the projects you can give to your students to make comics educational and enjoyable!

CHARACTER RESEARCH

- Character Graph – Use the handout provided on page 2 to research information about Indiana Jones. Page 3 provides teachers with the answer key.
- Trivia Questions – Use the handout provided on page 4 to have students work independently, with a partner, or in a small group to research the trivia questions. Page 5 provides teachers with the answer key.

CREATIVE WRITING PROJECTS

- Create an Ancient Empire – Use the handout from page 6 to provide students the questions to answer in order to create the background information on their own ancient society.
- Create a Graphic Novel – Use the handout from page 7 to form small groups and ask the groups to create their own graphic novels over the course of a week.

GLOSSARY WORDS

- A teacher reference list of all 5th and 6th grade level words found in the books with definitions is provided on pages 8-19. Please use as you like.
- Vocabulary Matching – Use the handouts on page 20-21 as games for students to match words to definitions. Answer sheet is on page 22.
- Vocabulary Words – Use the sheets on pages 23-24 to have students research and become comfortable using a dictionary to find the definitions of words. An answer sheet is on page 25.

ANOTHER CLASSROOM IDEA

- Fluency Practice – Comic superheroes and villains are famous for their heroic or diabolical voices, and so comic books are a great opportunity for fluent, expressive read aloud activities. Have students read independently, aloud with a partner, or in small groups. Have the students add different voices for the characters and sound effects as they read aloud. Make a recording of their read aloud and play it back.

CHARACTER RESEARCH

Indiana Jones

Directions: Research Indiana Jones on the Internet to find the information.

Nickname:

Profession:

CHARACTER NAME:

**Clothing and
favorite weapon:**

**Who created the
character and when
did he first appear?**

Write any other interesting information about Indiana Jones:

CHARACTER RESEARCH-CHARACTER GRAPH ANSWERS

Indiana Jones

CHARACTER NAME: *Henry Jones Junior*

NICKNAME: *Indiana*

PROFESSION: *Professor of Archaeology*

CLOTHING AND WEAPON OF CHOICE: *Leather jacket, fedora, and uses a whip*

WHO CREATED THE CHARACTER AND WHEN DID HE FIRST APPEAR? *George Lucas – 1981*

WRITE ANY OTHER INTERESTING INFORMATION ABOUT INDIANA JONES: *Answers will vary*

TRIVIA QUESTIONS

Indiana Jones

- 1. What animal does Indy fear?**
- 2. Who created the Indiana Jones character?**
- 3. What does Indy's father call him?**
- 4. What is Indiana Jones's real name?**
- 5. Indiana Jones is a professor of what?**
- 6. Who plays Indiana Jones in the movies?**
- 7. What is the origin of Indiana Jones's name?**
- 8. What is Indiana Jones's weapon of choice?**

TRIVIA QUESTIONS-ANSWERS

Indiana Jones

1. What animal does Indy fear?

Snakes

2. Who created the Indiana Jones character?

George Lucas

3. What does Indy's father call him?

Junior

4. What is Indiana Jones's real name?

Henry Jones Junior

5. Indiana Jones is a professor of what?

Archaeology

6. Who plays Indiana Jones in the movies?

Harrison Ford

7. What is the origin of Indiana Jones's name?

"Indiana" was the name of George Lucas' dog – It was also the name of Indy's dog when he was young

8. What is Indiana Jones's weapon of choice?

Whip

Create an Ancient Empire

You can create a fictional ancient empire.

On a separate sheet of paper, answer the following questions:

WHERE IS YOUR SOCIETY?

What's your ancient empire's name? Describe and draw the country and city it is located. Describe and draw the city layout, government, and clothing of your people.

WHO ARE YOU?

What kind of people are you? Do you have worship any gods? Research the different kinds of societies in ancient times. List your similarities and differences.

WHO ELSE IS THERE?

Every people battles enemies, makes friends, falls in love. List the names of your arch enemies, friends, and allies.

HOW DID YOU END?

How did your people become extinct? Were you conquered by a neighboring tribe or did you lose your city to a natural disaster? Describe the cause of your people's destruction.

Create a GRAPHIC NOVEL

It takes many people to create a graphic novel. Writers and artists bring their talents together to create an illustrated story. You can work with your classmates to create a graphic novel.

Here's what you need:

- 1. WRITERS** - choose an author or two to write the story. Authors will work with the pencillers to decide narration, dialog, panel divisions, pacing, and descriptions of the art.
- 2. PENCILLERS** - choose artists to draw the panels in pencil. Pencillers will work with the authors to draw exactly what they envision. Pencillers will also work with letterers to provide enough space for the text and sound effects.
- 3. INKERS** - choose artists with a steady hand to outline the panels and important art in them. Inkers will work with the pencillers to decide what needs bold outlines.
- 4. COLORISTS** - choose detail-oriented people to color the inked panels. Colorists have to keep colors consistent throughout the panels. Colorists will work with writers and pencillers to get the correct colors in the panels.
- 5. LETTERERS** - choose someone to insert the narration and dialog into the panels. Letterers work with pencillers to make sure there is enough room for the text. Letterers also work with the writers to make sure the text is in the correct place.
- 6. PRODUCTION MANAGER** - one person will need to oversee the entire project. He or she will coordinate the different team members and make sure they are able to talk to each other. The production manager will also create a schedule and make sure each team member follows it to complete the novel.

GLOSSARY WORDS

Indiana Jones and the Golden Fleece Vol. 1 – 83 terms

- academics** – relating to school or education.
- Achaean** – relating to the country of Greece.
- adjust** – to bring to a better state.
- advisor** – someone who gives advice.
- altitude** – the height of something above sea level or ground level.
- annoy** – to bother especially by repeated acts.
- anticipation** – the state of dealing with something in advance.
- archaeology** – the study of the remains of ancient people and their activities. This includes fossils, tombs, and art. A person who studies archaeology is called an archaeologist.
- artifact** – an object made by humans long ago for a practical purpose.
- aspect** – a way in which something can be looked at or thought of.
- assailant** – attacker.
- assume** – to take as true.
- British** – relating to Great Britain.
- burial** – the act of putting a dead body underground or in the sea.
- camouflage** – to hide or disguise something by covering it up or changing its appearance.
- cargo** – goods carried by a ship, truck, train, or other vehicle.
- chariot** – a two-wheeled horse-drawn cart used in ancient times for war or in races or parades.
- coax** – to convince someone to do something.
- coincidence** – things that happen at the same time by accident but seem to have a connection.
- collision** – the act of crashing together.
- conundrum** – a puzzling or difficult problem.
- crippled** – having lost the full use of a limb.
- Dardanelles** – a channel of water in Turkey connecting the Sea of Marmara with the Aegean Sea.
- defensive** – serving to protect or guard.
- destiny** – fate; that which must happen because of fate or luck.
- determined** – to have made up one's mind very firmly.
- disappointed** – failed to meet what one hoped or expected to reach.
- eager** – wanting very much.
- embroiled** – thrown into disorder or confusion.
- evacuate** – to leave or be removed from a place, especially for protection.
- evident** – easy to see or understand.
- executed** – to carry out fully.
- exhilarating** – causing to feel cheerful, lively, or excited.
- fabled** – fictitious.
- fanatic** – excessive enthusiasm and devotion.
- fleece** – the wool coat of an animal, such as a sheep.
- fortnight** – two weeks.
- frenzy** – the state of wild excitement.
- frothing** – foaming at the mouth.
- futile** – not working.
- hindsight** – the understanding of an event after it is over.
- hurtled** – moved with great force.
- idiot** – a foolish person.
- intruder** – a person who enters without being asked or wanted.
- irony** – an event or outcome that is the opposite of what was expected.
- logic** – the science dealing with rules of correct reasoning and with proof by reasoning.

GLOSSARY WORDS: Indiana Jones and the Golden Fleece Vol. 1 - 83 terms
Continued...

loot – something stolen.

Mediterranean – relating to the Mediterranean Sea or the land and people around it.

megaron – a large hall found in ancient Greek palaces.

memoir – a written account of a person's experiences.

mercilessly – to do something showing no compassion.

mineral spring – an opening in the ground where mineral-rich water flows out.

Nazi – a member of the political party that controlled Germany under Adolf Hitler from 1933 to 1945.

obstacle – something that stands in the way or blocks progress.

outrage – great anger.

Peloponnesian – relating to Peloponnese, a part of Greece surrounded by water.

peninsula – a piece of land surrounded by water.

plummet – to fall straight down.

predicament – a difficult condition.

pregnant – having one or more babies growing within the body.

pristine – original or pure.

profession – a line of work that requires special study.

province – a part of a country outside of its main cities.

pursuit – following to achieve a goal.

reconsecration – the act of renewing a commitment to a sacred purpose.

rendezvous – a plan to meet at a certain place and time.

retrospect – a thoughtful review of past events.

reunion – a gathering of members of a group who have been separated.

ruminating – spending time thinking.

rumor – a statement passed from person to person that has not been proved true.

salvage – saving something.

salvation – the act of saving something.

sanction – official approval.

sauna – a steam bath.

serendipity – finding something you weren't looking for.

stubborn – refusing to change or give in to something.

sun-drenched – covered with sunlight.

tantalizing – teasing by keeping something that one wants in sight but out of reach.

tomb – a grave.

Turkish – relating to the country of Turkey.

Turks – people who live in or are originally from the country of Turkey.

unyielding – not giving way.

vault – a room for keeping money and valuable items safe.

Glossary Words

Indiana Jones and the Golden Fleece Vol. 2 – 116 terms

abomination – something disgusting and hated.

abuse – to mistreat or hurt someone or something, either physically or with words.

agent – a person who represents another person or government.

amateur – a person who does not have a lot of experience in a certain field.

antiquity – an object, such as art and architecture, from early historical times, especially before AD 500.

archaeologist – one who studies the remains of people and activities from ancient times.

assailant – attacker.

associate – connected or having equal rank.

auction – a sale at which goods are sold to the highest bidder.

avarice – excessive desire for wealth.

betrayal – the act of being untruthful or unfaithful to.

Byzantines – people of the Byzantine Empire, which was the eastern part of the Roman Empire. It lasted from the 300s to the 1400s.

canvas – a piece of cloth that is framed and used as a surface for a painting.

coincidence – things that happen at the same time by accident but seem to have a connection.

Colchians – people of the ancient country of Colchis.

component – a part or element of something.

comprehension – the act of understanding something.

confederates – people connected for a common purpose.

conspire – to secretly plan to do an unlawful or wrongful act.

cornucopia – a horn-shaped container filled with fruits and flowers. It represents wealth and success.

covenant – a formal agreement.

crate – a large container used for shipping or storing items.

crumbling – giving way or breaking into small pieces.

cult – a system of religious beliefs and customs.

dangle – to hang loosely.

deceit – the act of making someone believe something untrue.

deliver – to hand over.

descend – to move from a higher place to a lower one.

description – the act of using words to give a picture of something.

desecrated – treated disrespectfully.

design – to make or draw plans for a certain goal.

disguise – an item used to hide something.

document – an official paper used to support or as proof of something.

elder – a person having authority because of age and experience.

enrage – to fill with anger.

ensure – to make sure of.

eventually – finally; after a while.

examine – to carefully look at or check.

extraneous – not an essential part of a group or thing.

fanatic – excessively enthusiastic and devoted.

ferret – to drive out of a hiding place.

fertility – the state of being able to produce easily, especially crops or young.

fleece – the wool coat of an animal, such as a sheep.

fraternal – relating to brothers.

ghoul – an evil spirit or ghost in stories.

Grail – the cup or plate that is said to have been used by Jesus.

GLOSSARY WORDS: Indiana Jones and the Golden Fleece Vol. 2 - 116 terms

Continued...

hackle – hairs along the neck and back that can stand up.
harem – women's rooms in a Muslim home.
Hecate – a Greek goddess.
identify – to find out what something is.
idiot – a foolish person.
indestructible – impossible to destroy.
indolent – disliking work; lazy.
infant – a baby.
influence – power or ability to produce an effect on others.
information – knowledge obtained from learning or studying something.
innocent – free from guilt or blame.
insist – not giving up.
intention – a plan.
intersect – to divide by passing through or across.
intrigue – to bring about interest in.
invoice – a list of goods or services with their prices and terms of sale.
invoke – to call on for aid.
lacerate – to cut sharply.
maze – a group of paths that make it hard to find the end.
mention – to speak of quickly or to talk about shortly.
millennia – one thousand years.
miracle – a wonderful or unbelievable event or thing.
Mycenaean – relating to the ancient Greek city of Mycenae.
mythology – a collection of myths from a certain group of people.
Nephele – a Greek goddess.
nexus – a connection.
nonsense – foolish, making no sense.
notion – a theory or belief.
obscure – hidden or blocked.
obsess – a continued, disturbing need to think about an object, idea, or feeling.
obtain – to get.
occident – part of the world that is west of Asia. It includes Europe, Africa, North America, and South America.
Ottoman Empire – a former Turkish empire ruled by a sultan. It was located in Southeast Europe, West Asia, and North Africa.
outstretch – to stretch out.
pageant – an impressive showing.
paralytic – relating to a loss of feeling in a part of the body.
photograph – a picture made by using a camera.
portrait – a picture of a person that usually shows the face.
preoccupy – to hold the interest or attention of beforehand.
professional – having to do with a job or work; doing a job to make money.
radical – extreme.
reconsecrated – renewed a commitment to a sacred purpose.
release – to let go.
restore – to bring back.
retrieve – to locate and bring in.
ritual – a form or order to a ceremony.
rumor – a statement passed from person to person that has not been proved true.
runes – letters or characters that are said to have mysterious or magical power or meaning.
ruthless – having no pity.

GLOSSARY WORDS: Indiana Jones and the Golden Fleece Vol. 2 - 116 terms
Continued...

salvation – the act of saving something.
sanctity – being holy or sacred.
serpent – a big snake.
slaughter – to kill an animal for food.
smother – to kill by keeping from breathing.
sorcery – the use of magic powers or witchcraft.
spectacular – wonderful; unbelievable; excellent.
strangle – to kill by choking.
strapping – strong and healthy.
stubborn – refusing to change or give in to something.
stunt – to hold back from normal growth or progress of.
symbolize – to represent something else.
tangible – capable of being felt.
tomb – a grave.
torso – the trunk, or middle part, of the human body.
tough – able to stand difficulty.
transaction – the state of carrying on or conducting business.
transcript – a written, printed, or typed copy.
trivial – ordinary.
Turks – people who live in or are originally from the country of Turkey.
yearn – to want something badly.

Glossary Words

Indiana Jones and the Spear of Destiny Vol. 1 – 47 terms

achieved – successfully accomplished.

ancestors – people a person is descended from.

assassins – people who murder a very important person, usually for political reasons.

bleeds – lets out blood.

bomb – a weapon that is used to blow objects apart.

chamber – a room.

Chaplin – referring to Charlie Chaplin, a British actor in the silent film era.

chariot – a two-wheeled horse-drawn cart used in ancient times for war or in races or parades.

charioteer – the driver of a chariot, which is a two-wheeled horse-drawn cart used in ancient times for war or in races or parades.

crescent – the moon in its first or last quarter when less than half is visible. Also, anything having this shape.

demon – an evil spirit.

descendants – a person or an animal that comes from a particular ancestor or group of ancestors.

destiny – fate; that which must happen because of fate or luck.

ferry – a boat used to carry people, goods, and automobiles across a body of water.

fillet – a piece or slice, as in the way meat or fish is cut.

Fomor – according to Irish legend, people who lived in Ireland during ancient times.

goad – a pointed rod, usually used to guide livestock pulling a cart.

goose-stepping – marching in a way used by army troops.

Grail – the cup or plate that is said to have been used by Jesus.

guardian – someone who takes care of another person or another person's property.

hightail – to leave an area quickly.

illumination – the state of fully understanding something.

inheritance – money or belongings passed on to someone after a person dies.

lecture – a talk given in front of a large group of people.

legend – a popular story or a great person.

lore – knowledge.

miraculous – relating to a wonderful or unbelievable event or thing.

Nazi – a member of the political party that controlled Germany under Adolf Hitler from 1933 to 1945.

partaking – taking part in something.

penetrate – to pass through or enter.

petrol – gasoline.

previous – earlier.

pyramid – a figure whose sides are triangles that meet at a single point.

religious – relating to religion, which is the belief and worship of God or gods.

resurrection – coming back to life after death.

scholar – any student.

scram – to go away immediately.

Spear of Longinus – the name given to the lance that is said to have pierced the side of Jesus on the cross. It is also called the Holy Lance or the Spear of Destiny.

spiral – a curve that circles around something.

starving – very hungry.

target – a goal to be achieved, a mark to shoot at.

threescore – sixty.

tomb – a grave.

twilight – the time of day when dim light is seen just before sunrise or just after sunset.

unworthy – not worthy.

virtuous – righteous or innocent.

Glossary Words

Indiana Jones and the Spear of Destiny Vol. 2 – 74 terms

abbey – a building where monks or nuns live.

anguish – extreme pain in the body or the mind.

appreciate – to be grateful for.

artifact – an object made by humans long ago for a practical purpose.

aspect – a way in which something can be looked at or thought of.

Blueshirts – an Irish political group in the 1930s.

botanist – someone who specializes in botany, which is a branch of the science of biology that focuses on plant life.

botany – a branch of the science of biology that focuses on plant life.

cavalry – a part of an army that fights on horseback.

cloistered – sheltered.

containing – having within.

corrupt – showing dishonest or improper behavior.

crucifixion – the act of putting to death by nailing or tying the wrists or hands and feet to a cross.

cruets – small glass bottles used to hold liquids for cooking.

dedication – a commitment to a goal or a way of life.

deems – believes.

defender – one that guards, especially from attack.

destiny – fate; that which must happen because of fate or luck.

difficult – very hard to do.

discharging – dismissing from service.

distract – to cause a person to lose focus or direction.

doom – a bad or unhappy ending.

dozen – a group of twelve.

Druids – members of a class among ancient Celts who acted as priests, teachers, and judges.

eerie – strange or creepy.

engender – to reproduce offspring.

examine – to carefully look at or check.

fairy folk – magical creatures from stories or tales; fairies.

fatherland – a person's native land.

ferry – a boat used to carry people, goods, and automobiles across a body of water.

flora – plants or plant life.

former – earlier.

future – time that has yet to come.

Grail – the cup or plate that is said to have been used by Jesus.

Hairy Bittercress – a winter plant native to Europe.

heathens – people who don't know about or worship the God of the Bible.

humdinger – a striking or remarkable person or thing.

indigenous – native to a certain place.

kidnap – to capture or seize a person by force.

legend – a popular story or a great person.

literature – writings that have value, such as stories, poems, and plays.

madame – a polite word used to address a woman.

medieval – relating to the Middle Ages. The Middle Ages was a period in European history from about AD 500 to 1500.

mention – to speak of quickly or to talk about shortly.

miracle – a wonderful or unbelievable event or thing.

GLOSSARY WORDS: Indiana Jones and the Spear of Destiny Vol. 2 - 74 terms

Continued...

missionary – a person sent by a church to spread that church's beliefs.

Nazi – a member of the political party that controlled Germany under Adolf Hitler from 1933 to 1945.

notably – deserving notice.

obsessions – continued, disturbing needs to think about an object, idea, or feeling.

Pilgrims – those of a group of people who wanted to separate from the Church of England because they thought it needed many changes.

preceded – came before.

profession – a line of work that requires special study.

progenitor – ancestor or forefather.

prophecy – a statement about what is to come.

pulverizing – crushing or beating into powder or dust.

purify – to make or become pure.

quenched – brought to an end; satisfied.

ransom – money demanded for the release of a captive.

reputation – a quality or character seen by other people.

restore – to bring back.

resurrection – coming back to life after death.

savior – a person who saves someone or something from danger or harm.

scheme – a regular or organized plan or pattern.

shed – to cause to flow out.

smithereens – tiny pieces.

smitten – struck, especially with the hand or a hand weapon.

Spear of Longinus – the name given to the lance that is said to have pierced the side of Jesus on the cross. It is also called the Holy Lance or the Spear of Destiny.

speculation – the state of wondering or reflecting on something.

spiral – a curve that circles around something.

spiritual – related to spirit, religion, or sacred matters.

tainted – not pure; dishonest or improper.

tourists – people who travel for fun.

vandal – a person who wrecks or harms property on purpose.

virgin – referring to the Virgin Mary, the mother of Jesus.

Glossary Words

Indiana Jones and the Spear of Destiny Vol. 3 – 61 terms

- academic** – relating to school or education.
- admirable** – worthy of approval, excellent.
- attached** – connected to.
- avenge** – to punish someone for the wrongs done to another person.
- bailing** – removing water from a boat by scooping it and throwing it over the side.
- Blueshirts** – an Irish political group in the 1930s.
- booty** – money or goods stolen or taken in war.
- brace** – to get ready.
- Camelot** – the famous palace and court of King Arthur, a legendary British leader.
- catnap** – a short nap.
- Celtic** – relating to the Celts, who were a group of early European tribes.
- collapsing** – breaking down because of being tired or worn out.
- culture** – the customs, arts, and tools of a nation or a people at a certain time.
- dangerous** – likely to cause harm; not safe.
- deity** – a god or higher being.
- demon** – an evil spirit.
- descendant** – a person or an animal that comes from a particular ancestor or group of ancestors.
- descended** – came from a particular ancestor or group of ancestors.
- desolate** – not lived in or visited.
- diatribes** – hate-filled speeches against someone or something.
- diversion** – anything that causes a person to lose focus or direction; distraction.
- doomed** – fixed to end badly or unhappily.
- draught** – the act of drinking.
- Druids** – members of a class among ancient Celts who acted as priests, teachers, and judges.
- entrust** – to give care of.
- escort** – to go along with someone or something to protect or as an honor.
- Fascists** – people who believe a political philosophy that favors nation or race above individual rights.
- fanatic** – excessive enthusiasm and devotion.
- ferry** – a boat used to carry people, goods, and automobiles across a body of water.
- flee** – to run away quickly, usually from danger or trouble.
- grange** – farm.
- heartwood** – the older and usually darker wood of the center of a tree trunk.
- hostages** – people captured by another person or group in order to make a deal with authorities.
- idiot** – a foolish person.
- ill-luck** – an unfortunate state caused by bad outcomes.
- information** – knowledge obtained from learning or studying something.
- isle** – a small island.
- loathsome** – hated or despised.
- lounge** – to stand, sit, or lie in a relaxed way.
- lucifer** – a name of the devil.
- mention** – to speak of quickly or to talk about shortly.
- Nazi** – a member of the political party that controlled Germany under Adolf Hitler from 1933 to 1945.
- obtain** – to get.
- progenitor** – ancestor or forefather.
- purge** – the act of making clean.
- ransom** – money demanded for the release of a captive.
- razed** – destroyed completely by being knocked down or broken into pieces.
- reich** – empire or nation, especially referring to Germany.
- release** – to let go.

GLOSSARY WORDS: Indiana Jones and the Spear of Destiny Vol. 3 - 61 terms
Continued...

replacement – an exchange or switch.

sarcasm – the act of making a usually hurtful remark that is the opposite of what is really meant.

shepherds – people who care for sheep.

slaughter – to kill an animal for food.

snorkel – a tube connected to a submarine that reaches above the surface of water to get air and let out exhaust.

spontaneous – happening freely and without a plan.

stark – strong.

tribute – something given to show thanks or respect.

trove – a collection of objects.

valorous – showing great bravery.

vengeance – punishment to repay for an injury.

wasteland – land that is barren and unable to support life.

Glossary Words

Indiana Jones and the Spear of Destiny Vol. 4 – 58 terms

- allies** – people, groups, or nations united for some special purpose.
- anticipation** – the state of dealing with something in advance.
- antiquity** – an object, such as art and architecture, from early historical times, especially before AD 500.
- artifact** – an object made by humans long ago for a practical purpose.
- atomic bomb** – an extremely powerful bomb that uses the energy of atoms.
- bleeds** – lets out blood.
- Blueshirts** – an Irish political group in the 1930s.
- bog** – wet, spongy ground.
- borne** – put forth.
- bunker** – a shelter dug into the ground to keep people safe from attack.
- cauldron** – a large kettle.
- Celtic** – relating to the Celts, who were a group of early European tribes.
- chamber** – a room.
- chronically** – occurring frequently or for a very long time.
- circumstances** – conditions at a certain time or place.
- craved** – strongly desired.
- crumbling** – giving way or breaking into small pieces.
- curator** – a person who is in charge of museums or an art collection.
- disappeared** – to be no longer seen; vanished.
- dung** – animal waste.
- employment** – a person's work or job.
- epilogue** – a final section added to a story to explain, summarize, or conclude.
- equinox** – when day and night are equal length.
- eternal** – lasting forever.
- excavation** – a hole that has been dug.
- existed** – had being; was real.
- Grail** – the cup or plate that is said to have been used by Jesus.
- highness** – a title for people of high rank.
- idiot** – a foolish person.
- inhuman** – lacking pity, kindness, or mercy.
- invaders** – people who enter to capture or attack.
- jubilation** – the act of feeling joy.
- legend** – a popular story or great person.
- lightning** – a sudden flash of light in the sky during a storm.
- loot** – something stolen.
- lusted** – had a strong desire for.
- muck** – dirt or mud.
- Nazis** – members of the political party that controlled Germany under Adolf Hitler from 1933 to 1945.
- neutral** – not taking sides in a conflict.
- obvious** – easily seen or understood; clear.
- Pagan** – one who has little or no religion.
- predate** – to come before in time.
- presence** – the state of being somewhere.
- resurrection** – coming back to life after death.
- ritual** – a form or order to a ceremony.
- romantic** – causing or showing thoughts and feelings of love.
- rubble** – pieces of broken rock or building.
- savior** – a person who saves someone or something from danger or harm.
- site** – the place where something is or will be located.

GLOSSARY WORDS: Indiana Jones and the Spear of Destiny Vol. 4 - 58 terms
Continued...

stashed – stored, usually in a secret place.

terrific – very great.

theory – an opinion or a believed reason.

unarmed – having no weapons.

upright – straight up and down.

vernal equinox – the time in spring when the sun appears directly over the equator and day and night are equal all over Earth.

visitors – people who go to see others.

wield – to handle or use.

wrest – to pull, force, or move by twisting.

VOCABULARY MATCHING

Indiana Jones and the Golden Fleece

Directions: Match the words to their definitions.

fleece _____

1) to represent something else

archaeology _____

2) to bring about interest in

symbolize _____

3) excessive enthusiasm and devotion

embroiled _____

4) the wool coat of an animal, such as a sheep

intrigue _____

5) thrown into disorder or confusion

fanatical _____

6) the study of the remains of people and activities from ancient times

Find a sentence in the book that contains one of the words from above. Write the sentence.

VOCABULARY MATCHING

Indiana Jones and the Spear of Destiny

Directions: Match the words to their definitions.

dung _____

1) the cup or plate that is said to have been used by Jesus

reich _____

2) a god or higher being

grail _____

3) money or goods stolen or taken in war

deity _____

4) animal waste

ransom _____

5) empire or nation, especially referring to Germany

booty _____

6) money demanded for the release of a captive

Find a sentence in the book that contains one of the words from above. Write the sentence.

VOCABULARY MATCHING-ANSWERS

Indiana Jones Set 1

Indiana Jones and the Golden Fleece

4

6

1

5

2

3

Indiana Jones and the Spear of Destiny

4

5

1

2

6

3

VOCABULARY WORDS

Indiana Jones and the Golden Fleece

Directions: Write the definitions to the vocabulary words below.

conundrum

fortnight

cornucopia

megaron

sorcery

VOCABULARY WORDS

Indiana Jones and the Spear of Destiny

Directions: Write the definitions to the vocabulary words below.

crescent

culture

missionary

missionary

vandal

VOCABULARY WORDS-ANSWERS

Indiana Jones

Indiana Jones and the Golden Fleece

conundrum – a puzzling or difficult problem.

fortnight – two weeks.

cornucopia – a horn-shaped container filled with fruits and flowers. It represents wealth and success.

megaron – a large hall found in ancient Greek palaces.

sorcery – the use of magic powers or witchcraft.

Indiana Jones and the Spear of Destiny

crescent – the moon in its first or last quarter when less than half is visible. Also, anything having this shape.

culture – the customs, arts, and tools of a nation or a people at a certain time.

missionary – a person sent by a church to spread that church's beliefs

bunker – a shelter dug into the ground to keep people safe from attack.

vandal – a person who wrecks or harms property on purpose.