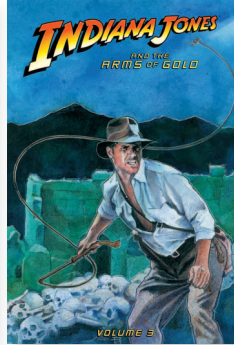
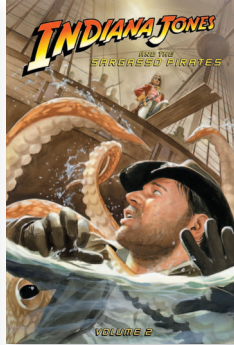


# READING is a SUPERPOWER with Spotlight graphic novels & comic books!



## INDIANA JONES SET 3

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 8-25. Please use as you like.
- Vocabulary Matching – Use the handouts on page 26-27 as games for students to match words to definitions. Answer sheet is on page 28.
- Vocabulary Words – Use the sheets on pages 29-30 to have students research and become comfortable using a dictionary to find the definitions of words. An answer sheet is on page 31.

### 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 Arms of Gold Vol. 1 – 79 terms

**ability** - the power to do something.  
**academic** - relating to school or education.  
**acquiesced** - agreed.  
**amazing** - something that causes wonder or great surprise.  
**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.  
**associate** - connected or having equal rank.  
**auspicious** - promising; looking to be good.  
**authorize** - to allow or give permission.  
**await** - to wait for.  
**boulders** - large, rounded rocks.  
**ceremony** - actions done in a certain way to honor a special occasion.  
**chairman** - a person who is in charge.  
**cocktails** - an item of food or drink served before a meal.  
**considerate** - thoughtful of the feelings and needs of others.  
**contretemps** - accidents; upsetting events.  
**credentials** - proof of accomplishments or authority.  
**damage** - to break.  
**daze** - to be confused, shocked, or just have your "head in the clouds".  
**debts** - something, such as money, that is owed to another person.  
**delicious** - delightful; pleasing.  
**devastated** - really upset or destroyed.  
**dilettante** - acting like a beginner.  
**discreet** - done quietly and secretly.  
**dispute** - to argue.  
**divine** - of or from a god or being god-like.  
**draft** - a note from a bank that can be turned in for money.  
**edifices** - buildings.  
**elaborate** - made with great care and made up of many small parts that fit together.  
**encased** - surrounded.  
**endowment** - money or property given to an individual or a group, such as a school.  
**faculty** - the group of teachers in a school.  
**festival** - a holiday or party that happens usually once a year and involves special activities, such as a parade.  
**fiend** - a person who is very wicked.  
**flappers** - in the 1920s, a young woman who acted and dressed in a brave way.  
**fling** - party.  
**forearms** - the lower arm in humans, between the elbow and wrist.  
**freshmen** - a student in the first year of high school, college, or university.  
**gambling** - the betting of money or other things on a game.  
**gratitude** - the feeling of being thankful.  
**hussy** - an offensive word or put down used for women who are thought to be bold and rude.  
**Incas** - a member of one of the native peoples that ruled Peru before being taken over by Spain in the 1500s.  
**injured** - hurt.  
**insult** - to treat someone offensively.  
**irregularities** - errors or flaws.



**GLOSSARY WORDS: Indiana Jones and the Arms of Gold Vol. 1 - 79 terms**  
**Continued...**

**lecturer** - a person who talks in front of a large group of people.  
**lollipop** - a piece of hard candy attached to the end of a small stick.  
**luncheon** - a special lunch held in connection with a meeting or other special occasion.  
**metropolitan** - a large city and the areas around it.  
**monarch** - a ruler such as a king, queen, or emperor.  
**mummies** - dead bodies that have been wrapped in cloth.  
**notorious** - known for bad reasons.  
**obtaining** - getting.  
**operator** - someone who gives information and can connect people over the telephone.  
**origins** - the beginning of something.  
**pajamas** - clothes worn for sleeping.  
**pandering** - to service people's silly likes or wishes.  
**paramour** - a lover, usually someone who lies about the relationship.  
**pasty** - pale.  
**persuasive** - able to influence.  
**pharaohs** - the word for kings in ancient Egypt.  
**playboy** - a rich man who spends his time at parties.  
**primitive** - simple or not advanced.  
**provinces** - the parts of a country outside of its main cities.  
**rally** - to gather together for some common goal.  
**refreshments** - food or drinks.  
**regret** - to be very sorry.  
**routinely** - regularly.  
**sabbatical** - a long break from work.  
**savage** - wild and unkind. A member of a group of people who are not thought to be civilized.  
**semester** - one half of a school year.  
**seminar** - a small class at a school for study.  
**Shiva** - a Hindu god.  
**squib** - a short piece of writing that is funny or makes fun of something.  
**thieves** - people who steal.  
**torture** - to cause great pain to the body or to the feelings of a person or animal.  
**unacceptable** - not good enough.  
**uppercut** - a type of punch that goes up and hits the bottom of the other person's chin.  
**utmost** - greatest.  
**visa** - allows a person to live, work, or study in a different country.

# Glossary Words

## Indiana Jones and the Arms of Gold Vol. 2 – 84 terms

- academic** - relating to school or education.
- alliance** - people, groups, or nations joined for a common cause.
- artifacts** - useful objects made by human skill a long time ago.
- babbling** - to speak without making sense.
- burial** - the act of putting a dead body underground or in the sea.
- cad** - a person who is rude or regularly lies.
- cloakroom** - a room for coats and hats.
- colleague** - a person who has the same job or works at the same company as another.
- companionway** - a stairway or ladder leading from one deck of a ship to another.
- concentrate** - to think harder.
- conqueror** - one who destroys or beats another.
- coordination** - the working together to accomplish a goal. This can also mean the balance needed for sports.
- crossroads** - a place where two paths meet.
- cruise** - to travel for pleasure on a ship.
- customs** - the act of checking goods and bags when entering a country.
- death-defying** - something that is considered impossible to do and may cause death.
- decades** - a measurement of time equal to ten years.
- dialect** - language of a region of land.
- dictate** - to tell somebody what to do.
- disappeared** - to be no longer seen; vanished.
- divinely** - beautifully or god-like.
- droll** - funny in a strange or silly way.
- drunk** - having had too much to drink, specifically drinks like beer or wine.
- engagement** - a meeting or stage show at a certain time.
- enthusiasms** - a strong interest in something; hobbies.
- exiled** - kicked out; banned.
- exquisite** - very beautiful.
- fiancé** - a person's boyfriend who they are going to marry.
- fiancées** - a person's girlfriend who they are going to marry.
- gambler** - a person who bets money or other things on games.
- gimpy** - wounded or broken.
- global** - having to do with the whole earth.
- gymnastics** - a sport that includes many different events that uses strength, balance, and grace. Many events use running, jumping, and flips.
- heritage** - a person's background or beliefs.
- hoodlum** - a rough, young person who gets into trouble.
- impressed** - to be surprised, in a good way, by something someone has done.
- informing** - telling.
- insisted** - didn't give up.
- intended** - expected for the future; planned and done on purpose.
- invaluable** - priceless; cannot be measured.
- investigate** - to learn about something.
- lawyers** - one whose job is to help people with the law.

## **GLOSSARY WORDS: Indiana Jones and the Arms of Gold Vol. 2 - 84 terms**

### **Continued...**

**lifetime** - the time from a person's birth to their death.  
**lining** - elements that cover the inside of something.  
**machete** - a type of knife with a wide blade.  
**mention** - to speak of quickly or to talk about shortly.  
**miracle** - a wonderful or unbelievable event or thing.  
**nannies** - a person who takes care of another person's children.  
**nerves** - spirit, strength, or patience.  
**network** - a group of people or things that are connected together.  
**obvious** - easily seen or understood; clear.  
**overboard** - over the side of a boat and into the water.  
**pamphlets** - a thin book used to educate people on something.  
**passion** - a strong feeling or like for something.  
**performances** - an act done for a crowd.  
**pole-vaulting** - to jump over a high bar with a pole. This is a track and field event.  
**pored** - to study or read carefully.  
**prancing** - to move or walk happily.  
**puzzlement** - mystery; to not know the answer or to be confused about something.  
**racetrack** - a course used for racing.  
**rant** - to speak about one's opinions loudly and strongly.  
**revolutionary** - creating or leading to great change.  
**rhythm** - a certain type of movement with a regular pattern.  
**ridiculous** - silly; foolish.  
**rugged** - strong or sturdy.  
**ruin** - destroy.  
**scalps** - the skin on the top and back of the head and usually covered with hair.  
**scholar** - any student.  
**spree** - a period of continued activity such as a shopping spree.  
**stymied** - tried to stop or prevent somebody or something.  
**suburb** - an area outside a city.  
**supervision** - to watch over.  
**symbol** - an item or picture that means something.  
**tango** - a type of dance from Latin America.  
**tome** - a large thick book.  
**transatlantic** - going across the Atlantic Ocean.  
**transfer** - to move or carry from one person or place to another.  
**troupe** - a theater or music group that travels together.  
**unfortunately** - having bad luck.  
**unharmed** - not hurt.  
**unmentioned** - without telling someone.  
**unrest** - having trouble or not having peace.  
**volunteer** - a person who offers to work or help without pay.  
**wager** - bet; the act of betting something on a game.

# Glossary Words

## Indiana Jones and the Arms of Gold Vol. 3 – 67 terms

**accent** - a way of speaking a language that is usual for people of a certain area.

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

**birthplace** - the place where a person was born.

**bloodline** - the family line.

**borrowed** - to take with the idea to give it back.

**communists** - people who favor a system of government in which all factories, farms, and other goods are owned by the community.

**consort** - a wife or husband.

**credit** - glory, fame, or honor for doing something.

**custom** - belief or a regular practice.

**damnation** - used to show being angry.

**dawn** - sunrise; the first daylight that appears in the morning.

**deathbed** - the bed in which a person dies.

**delivered** - to send or bring to a person or place.

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

**differences** - having things that are not alike.

**discourteous** - not having or showing good manners; rude.

**discuss** - to talk together about.

**dispute** - to argue.

**disqualify** - to make not fit.

**distinction** - honor; excellence.

**distraction** - anything that causes a person to lose focus or direction.

**equerry** - an officer in service to a royal family.

**filthy** - very dirty.

**flown** - to have traveled in or controlled a plane.

**foreign** - having to do with a country that is not one's own.

**forged** - to have copied something in order to trick somebody.

**future** - time that has yet to come.

**goons** - someone hired to cause harm or trouble.

**gratitude** - the feeling of being thankful.

**gringo** - a slang Spanish and Portuguese word in Latin America for people who aren't from the same country; foreigner.

**gypsy** - a member of a group of travelers who came from India long ago.

**historian** - one who writes on or studies history.

**impure** - mixed with something else; polluted.

**Incans** - the group of native people that ruled Peru before being taken over by Spain in the 1500s.

**introduce** - presented one person to another.

**latch** - a device used to keep a door or window shut.

**memorized** - to have learned completely so as to be able to recall without help.

**menu** - a list of foods served at a restaurant.

**neo-Incan** - neo, meaning new, and Incan, meaning the native people that ruled Peru before being taken over by Spain in the 1500s. They are the new generation of Incans.

**numb** - having no feeling.

**oblige** - to do a kind act or service.

**obvious** - easily seen or understood; clear.

**oligarchical** - a type of government which only a few people or a family rule.

**pilot** - a person who flies an airplane.

## **GLOSSARY WORDS: Indiana Jones and the Arms of Gold Vol. 3 - 67 terms**

### **Continued...**

**playboy** - a rich man who spends his time at parties.

**prank** - a teasing trick.

**puppets** - a figure that looks like a person or an animal and can be moved by the hand, rods, or strings.

**quaintly** - pleasant in an old-style way.

**Quechua** - the language of the Quechua, a native South American people who once controlled the Inca empire.

**rash** - act without caution.

**regret** - to be very sorry.

**reminiscences** - the act of recalling past events.

**reputation** - a quality or character seen by other people.

**retribution** - a reward or punishment for something.

**romantic** - causing or showing thoughts and feelings of love.

**ruin** - destroy.

**rumple** - to wrinkle, bend, or mess up.

**shipboard** - happening on a ship.

**sympathizer** - to share in another's feelings or opinions.

**tedious** - dull or boring.

**thugs** - rough people who commit crimes; bad guys.

**tombs** - graves.

**undying** - will never go away.

**ungrammatical** - not speaking in correct, full sentences.

**urgently** - showing a need to do something quickly.

**vengeance** - punishment to repay for an injury.

**villains** - evil people.

# Glossary Words

## Indiana Jones and the Arms of Gold Vol. 4 – 63 terms

- ability** - the power to do something.
- accosted** - challenged or approached in a forceful way.
- amazing** - something that causes wonder or great surprise.
- betrayed** - to not have been truthful or faithful to.
- brewing** - preparing or making a plan.
- burial** - the act of putting a dead body underground or in the sea.
- burrow** - a hole or tunnel dug under the ground.
- ceremony** - actions done in a certain way to honor a special occasion.
- chamber** - a room.
- charade** - an act done without true feelings.
- circulating** - moving or flowing along a path.
- clinch** - to hold tight.
- commies** - slang for communists, people who favor a system of government in which all factories, farms, and other goods are owned by the community.
- concentrate** - to think harder.
- curators** - people who are in charge of museums or an art collection.
- damnation** - used to show being angry.
- decades** - a measurement of time equal to ten years.
- depth** - the distance from top to bottom or front to back.
- details** - small items.
- diversion** - anything that causes a person to lose focus or direction; distraction.
- drawn** - made a picture with a pen, pencil, or other tool.
- earthquake** - strong shaking of the ground.
- emblems** - objects that mean something.
- evidence** - something that has proof.
- exams** - short for examinations; tests.
- execution** - the carrying out of a death sentence.
- expedition** - a trip or adventure taken for a reason.
- fetid** - stinking; having a bad smell.
- hideaway** - a safe place for hiding.
- Himalayas** - the highest mountain range in the world, it is between India and Tibet.
- impression** - a mark made by pressing.
- Incas** - a member of one of the native peoples that ruled Peru before being taken over by Spain in the 1500s.
- islands** - areas that are surrounded by water on all sides.
- leverage** - able to have control over another person because of something one has or did.
- light-headed** - feeling a little faint or dizzy.
- manuscripts** - a book written by hand.
- maze** - a group of paths that make it hard to find the end.
- midterm** - the middle point of a school semester.
- neo-Incan** - neo, meaning new, and Incan, meaning the native people that ruled Peru before being taken over by Spain in the 1500s. They are the new generation of Incans.
- nonsense** - foolish, making no sense.
- numbing** - to lose all feeling.
- origins** - the beginning of something.
- professional** - having to do with a job or work; doing a job to make money.
- purge** - to get rid of.
- reputation** - a quality or character seen by other people.

**GLOSSARY WORDS: Indiana Jones and the Arms of Gold Vol. 4 - 63 terms**  
**Continued...**

**rhythm** - a certain type of movement with a regular pattern.

**ruin** - destroy.

**seduced** - swayed or convinced to do or follow something.

**slots** - a long opening into which something may be put.

**spectacular** - wonderful; unbelievable; excellent.

**stuffy** - not having enough fresh air.

**Tambo** - an Incan building.

**technique** - a certain way of doing something.

**temporarily** - for a short time.

**torch** - a stick which the top can be lit on fire to give off light.

**transatlantic** - going across the Atlantic Ocean.

**transport** - the act of carrying something from one place to another.

**vengeance** - punishment to repay for an injury.

**waiter** - a man who serves people in a restaurant.

**wisdom** - an understanding of what is true or right.

**witness** - to see or hear something happen.

**zombie** - a person not able to think or control actions.

# Glossary Words

## Indiana Jones and the Sargasso Pirates Vol. 1 – 103 terms

**accessory** - a person who helps another person break the law.

**accommodating** - wanting to help or please.

**adrift** - moving or floating without being steered; floating freely.

**alchemical science** - the study of changing one thing into another, such as making gold from different metals or a cure for all sickness.

**Amazon** - area of South America that is covered by the Amazon Rainforest.

**Antarctic** - the land and seas at or near the South Pole.

**antiquities** - objects from an ancient time.

**appreciation** - a feeling of thanks.

**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.

**artifacts** - objects made by humans long ago for a practical purpose.

**balmy** - soft, calm, and pleasant.

**bilge** - water that slowly gathers in the rounded part of a ship between the bottom and the sides.

**blue bloods** - noble or has a high social rank.

**bon voyage** - French for "Have a good trip".

**Bordeaux** - a port city in southwestern France; refers to any wine from the area around this city.

**cargo** - goods carried by a ship, truck, train, or other vehicle.

**constitution** - the general health of a person.

**cork** - a kind of oak most commonly used for the top of a wine bottle. Cork is light and floats easily.

**cornucopia** - a large amount of something.

**corpse** - a dead body.

**cripple** - a person or animal that cannot use a part of its body because of an illness or wound.

**cruise** - to travel for pleasure on a ship.

**derelict** - deserted; something that was left behind because it stopped working.

**devil** - an evil spirit or being.

**document** - an official paper used to support or as proof of.

**dodging** - avoiding something by moving quickly or being clever by tricking.

**donate** - to give something, usually money, in order to help a group.

**embers** - a small piece of glowing wood or coal.

**endless** - having or seeming to have no end.

**Eskimo** - a member of any of the native peoples of northern Canada, Alaska, Greenland, and northeastern Russia. Some Eskimo peoples are called Inuit.

**expert** - someone who knows a lot about a certain thing.

**fang** - a long pointed tooth.

**fascinated** - interested.

**fedora** - a soft hat with a brim that can be turned up or down.

**fleeing** - running away or escaping.

**focus** - to direct one's attention to something.

**ghetto** - a part of a town or city in which minorities or people of a common race or religion live together. Ghetto usually refers to the poorer neighborhoods of a city.

**graveyard** - an area of land or water where broken ships are left.

**guarantee** - to promise.

**haberdasher** - a person who supplies men's clothes.

**humidor** - any kind of box or room with a regular temperature and humidity.

**ignite** - to set on fire.

**imagination** - the act or power of the mind to form a thought, picture, or image of something or someone that is not present.



## **GLOSSARY WORDS: Indiana Jones and the Sargasso Pirates Vol. 1 - 103 terms**

### **Continued...**

**inherit** - to receive from a person.

**innocent** - free from guilt or blame.

**insists** - to be firm about something.

**introduce** - to present one person to another.

**lifeboat** - a boat made for quick rescue of people. It is usually a small boat carried by a larger ship.

**logical** - reasonable; something that makes sense.

**loot** - steal.

**medical** - having to do with the study or practice of medicine or health.

**mnemonic amnesia** - mnemonic is a trick to help remembering things. Amnesia is the loss of memory because of a hit to the head, shock, or an illness. Mnemonic amnesia is a made-up term.

**moored** - to have made a boat or ship stay in place; anchor.

**morsel** - a small bite size piece.

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

**obvious** - easily seen or understood; clear.

**ocean liner** - a large merchant ship used to carry people or cargo across the open seas.

**overboard** - over the side of a boat and into the water.

**overjoyed** - really happy; filled with joy.

**oxides** - a combination that includes oxygen.

**passage** - a trip by water.

**passengers** - the people who are not driving but travels in a car, boat, or other vehicle.

**pirates** - people who attack or rob ships at sea.

**promenade** - a sidewalk or other path built for people to take a pleasant walk.

**ration** - a fixed share or portion.

**recommend** - to suggest.

**remainder** - the rest of the time or something that is left over.

**repellent** - to drive away or cause dislike.

**repertoire** - the collection of special skills or abilities of a person or group of people.

**respectful** - being polite; having or showing respect.

**rumor** - a statement passed from person to person that has not been proven true.

**salon** - the main room of a house for gathering.

**salvage** - saving something.

**sank** - to have fallen slowly to a lower level, such as underwater.

**Sargasso Sea** - an area of water in the middle of the North Atlantic Ocean.

**savage** - wild and unkind. A member of a group of people who are not thought to be civilized.

**scam** - a trick in an attempt to get money from someone.

**schemes** - plans or plots.

**schooner** - a sailing ship with at least two masts.

**scurvy** - a sickness caused by not having enough vitamin C.

**seaman** - someone who works on a boat or spends a lot of time on one.

**settlements** - places where a group of people chose to start a village or town.

**sheen** - having a bright or shiny feature.

**shipping lanes** - the regular path ships will travel across an ocean or sea.

**side effect** - anything else that happens other than the wanted result from doing something.

**skiff** - a small, light boat that may have sails but can be rowed by one person.

**slime** - a bad, dishonest person.

**sprang** - caused to form.

**squall** - a sudden, powerful wind that moves in quickly.

**starve** - to die or suffer from not eating.

**steamer** - a ship or large boat that runs on steam power.

**stripped** - taken off; removed.

**stroll** - a pleasant, easy walk.

## **GLOSSARY WORDS: Indiana Jones and the Sargasso Pirates Vol. 1 - 103 terms**

### **Continued...**

**suite** - several rooms that are connected.

**thugs** - rough people who commit crimes; bad guys.

**timbers** - wood used to build houses or other things.

**token** - an object that has meaning and stands for something larger and greater in value.

**tropical** - of or taking place near the equator. Commonly refers to the hot and humid weather of places in the tropics.

**unaware** - not realizing; not aware.

**unexploited** - not being used to gain from, such as money or fame.

**unfortunately** - having bad luck.

**Viking** - Norse (Scandinavian) sea warriors and traders who were active from around A.D. 700 to 1100. The Vikings attacked the coasts of Europe and lived in parts of Britain, western Europe, Russia, and elsewhere.

**violence** - actions that are meant to cause harm.

**volunteer** - a person who offers to work or help without pay.

# Glossary Words

## Indiana Jones and the Sargasso Pirates Vol. 2 – 82 terms

**acme** - the highest point.

**antics** - playful or funny actions.

**archaeological** - relating to 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.

**artifacts** - objects made by humans long ago for a practical purpose.

**bested** - to be better than; beat.

**bilge** - water that slowly gathers in the rounded part of a ship between the bottom and the sides.

**booty** - riches and prizes; treasure.

**boroughs** - a town that governs itself; New York City is made up of five boroughs: Manhattan, Brooklyn, Richmond (Staten Island), Queens, and the Bronx.

**chamber** - a room.

**chasm** - a gorge or hole in the earth.

**construction** - the act or process of building.

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

**defense** - to protect or guard.

**delectable** - very good; tasty.

**denied** - not allowed; refused.

**desire** - to want or wish for.

**despair** - having no hope.

**destination** - the place to which a person or thing is going.

**develop** - to grow or become stronger.

**disappoint** - fail to meet what one hopes or expects to reach.

**discretion** - careful and to fully think things through.

**dispense** - to carry out or put into operation.

**ebony** - a hard black wood or a color similar to such wood.

**exquisite** - very beautiful.

**facsimile** - an exact copy.

**failure** - a person or thing that does not succeed.

**fatigue** - being tired in body or mind.

**flick** - slang for movie.

**galleon** - a large sailing ship with three masts regularly used in Europe between 1500 and 1700 A.D.

**galore** - in great numbers.

**grifter** - a person who lies and makes money by tricking people.

**historically** - based upon what happened in the past.

**impatient** - not willing or able to wait calmly.

**infested** - full of; to spread and be a bother or problem.

**jewel** - a special stone that has been cut and made smooth.

**laundryman** - a person who washes, picks up, or brings clothes.

**luger** - a type of handgun.

**meager** - a small amount or low in strength or value.

**mention** - to speak of quickly or to talk about shortly.

**mist-shrouded** - covered by a cloud of tiny water drops in the air.

**moldy** - stale; rotten.

**morsel** - a small bite size piece.

**multiple choice** - a type of test that has the person chose one answer from a list of choices.

**mutiny** - to openly go against or fight the leaders in charge.

**obsession** - a continued, disturbing need to think about an object, idea, or feeling.

**obvious** - easily seen or understood; clear.

**GLOSSARY WORDS: Indiana Jones and the Sargasso Pirates Vol. 2 - 82 terms**  
**Continued...**

- outfit** - everything the person is wearing; a complete set of clothes.
- passage** - a trip by water.
- permission** - allowing somebody to do something.
- pirates** - people who attack or rob ships at sea.
- pistol** - a small gun that is held and fired with one hand.
- plank** - a long piece of wood.
- plugged** - to close or stop up something.
- prisoner** - a person who has been captured and is now kept locked in a room or held by something.
- prosperous** - having wealth, success, or good fortune.
- quarters** - a place to stay.
- raid** - to steal or take from.
- rally** - to gather together for some common goal.
- recommend** - to suggest.
- salvage** - save something.
- Sargasso Sea** - an area of water in the middle of the North Atlantic Ocean.
- scam** - a trick in an attempt to get money from someone.
- scuttle** - to cause a ship to sink on purpose by making holes in the bottom.
- self-defense** - doing anything to save oneself against an attack.
- shackles** - something that confines the legs or arms.
- shanties** - poorly constructed houses; shacks.
- slavery** - the owning of people by other people.
- souvenirs** - something kept to remember a place, event, or person.
- spineless** - afraid; not brave.
- starboard** - the right side of a ship or aircraft when facing forward from inside.
- succeed** - to accomplish a goal.
- surrender** - to give up.
- sustain** - to feed.
- swindles** - making money by deceiving someone.
- tentacles** - the thin long body parts used for feeling or taking hold of things.
- torch** - a stick which the top can be lit on fire to give off light.
- torture** - to cause great pain to the body or to the feelings of a person or animal.
- translated** - having been changed from one language to another.
- trinkets** - an object of small size and value.
- Viking** - Norse (Scandinavian) sea warriors and traders who were active from around A.D. 700 to 1100. The Vikings attacked the coasts of Europe and lived in parts of Britain, western Europe, Russia, and elsewhere.
- visitors** - people who go somewhere for a short time; one who makes a visit.
- yacht club** - a group for people to race and show off yachts, a type of sailboat.

# Glossary Words

## Indiana Jones and the Sargasso Pirates Vol. 3 – 67 terms

**artifacts** - objects made by humans long ago for a practical purpose.

**Aztec** - a native group of people who lived in central Mexico before Spain came in 1519.

**backdraft** - when oxygen is quickly added to a closed fire, such as opening a door, the fire will explode.

**bayou** - a stream that moves slowly through a swamp.

**blacklist** - a list of persons or groups that are carefully watched or banned.

**booty** - riches and prizes; treasure.

**brigantine** - a sailboat with two masts and only the front mast is made of square sails.

**carcass** - the body of a dead animal or person.

**charred** - burned.

**cinders** - small pieces of partly burned wood or coal that can continue to burn without a flame.

**clambake** - a picnic or party on the beach where clams are usually baked on heated rocks.

**corpse** - a dead body.

**dangerous** - likely to cause harm; not safe.

**develop** - to grow or become stronger.

**disease** - something that causes harm to a person's health; an illness.

**disgruntled** - to be upset or not happy about something.

**distracted** - to have caused a loss of focus or direction.

**extinguishing** - putting out a fire; bringing to an end.

**galleon** - a large sailing ship with three masts regularly used in Europe between 1500 and 1700 A.D.

**greasy** - slippery or oily.

**hideout** - a place where a person can hid from the police or other people.

**hinges** - to depend; the wanted outcome is only possible when something else happens first.

**impression** - a belief or feeling that is created.

**infected** - to spread germs or sickness to.

**inferno** - a large fire.

**inspect** - to look very carefully to find any problems.

**intact** - not changed or harmed; staying complete.

**intensity** - strong or very deep.

**kidnap** - to capture or seize a person by force.

**knickknacks** - a small object used to decorate.

**lonesome** - having no people around; sad because of being alone.

**loot** - steal.

**lousy** - mean, very bad, or not having any value.

**lubber** - any person bad at sailing or has never done it or a dumb person.

**luger** - a type of handgun.

**midstream** - in the middle.

**mizzenmast** - the third mast from the front on a vessel having at least three masts.

**nemesis** - a regular or main enemy of a person or group.

**overview** - a general look at the whole subject or event.

**pirates** - people who attack or rob ships at sea.

**plague** - a burden or infestation.

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

**quarantine** - to keep something away from others to stop a sickness from spreading.

**quartermaster** - the person on a ship who steers it and also directs the orders given by the Captain.

**rally** - to gather together for some common goal.

**ravages** - destruction.

**regain** - to get back; recover.

**revenge** - to get even for or pay back by causing pain or harm.

## **GLOSSARY WORDS: Indiana Jones and the Sargasso Pirates Vol. 3 - 67 terms**

### **Continued...**

**ruckus** - loud and unsettled noise.

**rumrunner** - a ship used to hide beer and wine while taking it to countries where they had been banned.

**Sargasso Sea** - an area of water in the middle of the North Atlantic Ocean.

**savage** - wild and unkind. A member of a group who are not thought to be civilized.

**seaborn** - a person who was born on a ship.

**seaworthy** - able to be used safely on water.

**session** - a meeting or set of meetings between a group of people.

**skull** - the boney framework of the head and face.

**slimy** - evil or disgusting; made of or like slime.

**slugs** - the shots fired from a gun.

**stench** - a great order; stink.

**submarine** - a ship that can travel under water.

**survives** - remains alive.

**suspect** - the person believed to have done the crime.

**torture** - to cause great pain to the body or to the feelings of a person or animal.

**torturous** - very painful.

**tough** - able to stand difficulty.

**tutoring** - to teach one-on-one.

**visitors** - people who go somewhere for a short time; one who makes a visit.

# Glossary Words

## Indiana Jones and the Sargasso Pirates Vol. 4 – 127 terms

**admiral** - an officer in the United States Navy of the highest rank; the commander of a group of ships.

**agile** - moving quickly with grace.

**amazing** - something that causes wonder or great surprise.

**artifacts** - objects made by humans long ago for a practical purpose.

**assassin** - one who plans and murders a certain person.

**associate** - connected or having equal rank.

**assume** - to take as true.

**await** - to wait for.

**Axis powers** - countries that fought together during World War II. Germany, Italy, and Japan were called the Axis Powers.

**booty** - riches and prizes; treasure.

**briny** - of or like salt water; very salty.

**bullet-riddled** - a large number of holes caused by shots from a gun.

**chum** - a close friend.

**complaints** - something that one dislikes.

**corpse** - a dead body.

**counter-weighted** - a weight that exactly balances another weight to keep something straight and level.

**cripple** - a person or animal that cannot use a part of its body because of an illness or wound.

**cruise** - to travel for pleasure on a ship.

**cruising** - traveling at the same speed for a while.

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

**customary** - the usual thing done.

**damage** - to break.

**degrees** - a unit for measuring an angle.

**delay** - to cause to be late or slow down.

**desire** - to want or wish for.

**desperate** - having a great need.

**dire** - likely to cause fear or harm; looks to be bad; grim.

**distracted** - to have caused a lost of focus or direction.

**dockside** - the area next to the dock.

**dupe** - to trick.

**duplicitous** - telling lies or cheating.

**embassy** - the office that is in a different country for people who speak and act for a home country.

**ensues** - happens after the current event.

**entourage** - a group of people who follow and help another person.

**entrust** - to give care of.

**escorted** - went along with someone or something to protect or honor.

**explosion** - a bang or blast; a sudden loud noise.

**expression** - a common saying.

**facility** - a building built for a specific purpose, such as a jail.

**false pretenses** - lying about something in order to cheat or trick somebody.

**fancied** - invented or dreamed up; imaginary.

**fascism** - a political philosophy that favors nation or race above individual rights.

**fiancé** - a person's boyfriend who they are going to marry.

**flotsam** - floating pieces and contents of a ship that has sunk.

**fog-shrouded** - covered in thick clouds that are near the ground.

**forgotten** - not remember.

**gambit** - a calculated move.



## **GLOSSARY WORDS: Indiana Jones and the Sargasso Pirates Vol. 4 - 127 terms**

### **Continued...**

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

**grifter** - a person who lies and makes money by tricking people.

**hatch** - a door or cover for an opening in the floor, roof, or side of a building or vehicle.

**hold** - the space inside a ship used to store things.

**hull** - the frame and outer shell of a ship.

**hustler** - a person who tricks or cheats in order to make money.

**impression** - a belief or feeling that is created.

**Incan** - to do with the native people that ruled Peru before being taken over by Spain in the 1500s.

**infected** - to spread germs or sickness to.

**inferences** - a meaning gathered from observations of behavior or actions.

**inspector** - a person who checks up on and looks very carefully to find any problems.

**jade** - a hard green stone.

**jewelry** - rings, watches, necklaces, or other decorations.

**judgment** - a decision made by someone in power.

**jurisdiction** - area of control.

**lipstick** - makeup used to color the lips.

**lowlifes** - dishonest and unkind people.

**loyalty** - a feeling of great love and responsibility towards somebody or someone.

**maze** - a group of paths that make it hard to find the end.

**medical** - having to do with the study or practice of medicine or health.

**millionaire** - a person who has at least one million dollars in money and property.

**mizzenboon** - not a real thing. A mizzen is the third mast on a boat.

**motivator** - a person or thing that causes movement or action by giving a reason.

**murderous** - a person who has killed or is able to or likely to kill.

**mutineers** - people who openly go against the person or group in charge.

**mutiny** - to openly go against or fight the leaders in charge.

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

**neutral** - not taking sides in a conflict.

**nevertheless** - however; still.

**notion** - a theory or belief.

**obvious** - easily seen or understood; clear.

**pauper** - a very poor person who must live on public money.

**Phoenicians** - a native of Phoenicia, an ancient civilization that was around from 1200 B.C. to 539 B.C.

**pilot** - steer; control.

**piranha** - a small freshwater fish of South America that, in groups, often attack and eat large animals.

**pirates** - people who attack or rob ships at sea.

**pistol** - a small gun that is held and fired with one hand.

**plank** - a long piece of wood.

**portly** - fat.

**presence** - the state of being somewhere.

**priceless** - having a worth greater than any price or amount of money.

**prisoner** - a person who has been captured and is now kept locked in a room or held by something.

**ratted** - to report the bad behavior of someone.

**regret** - to be very sorry.

**relinquished** - to hand over; give up or let go of.

**responding** - answering or replying.

**rouge** - red or pink makeup used to color the cheeks or lips.

**rumor** - a statement passed from person to person that has not been proven true.

**salvage** - saving something.

**Sargasso Sea** - an area of water in the middle of the North Atlantic Ocean.

**scars** - marks left after a wound has healed.



## **GLOSSARY WORDS: Indiana Jones and the Sargasso Pirates Vol. 4 - 127 terms**

### **Continued...**

**scavengers** - animals that find and eat dead animals or rotting plants.

**scholar** - any student.

**Scotland Yard** - the police force of London, England.

**shrewd** - clever and careful.

**silence** - no sound; quiet.

**sniveling** - crying or complaining.

**spineless** - afraid; not brave.

**sprang** - moved quickly; jumped.

**stabs** - to jab at or into with a pointed object such as a knife.

**starboard** - the right side of a ship or aircraft when facing forward from inside.

**stowing** - put away or store in a place; A person who sneaks onto or hides in a vehicle like a ship without paying is called a stowaway.

**strategic** - necessary or important for success.

**submerge** - to go under water.

**suspect** - to believe to be true.

**sworn** - promised.

**territorial** - of or relating to land or an area.

**torpedoes** - a long missile that travels under water and explodes when it hits something.

**torture** - to cause great pain to the body or to the feelings of a person or animal.

**transgressions** - bad behavior; sins or crimes.

**treacherous** - having hidden dangers or hazards.

**trigger** - a small lever that when pressed or pulled causes a gun to fire.

**two-faced** - a person who is not honest; a person who says one thing but does another.

**undeniably** - absolutely true; cannot be wrong.

**unfortunately** - having bad luck.

**unfurl** - to release from a rolled-up position; unroll or spread out.

**Viking** - Norse (Scandinavian) sea warriors and traders who were active from around 700 to 1100 A.D. The Vikings attacked the coasts of Europe and lived in parts of Britain, western Europe, Russia, and elsewhere.

**vines** - plants having a long, thin, woody stem that climbs up a support or creeps along the ground.

**vouch** - to claim something or someone to be true or real.

**warrants** - a written order allowing police to search and make arrests.

# VOCABULARY MATCHING

## Indiana Jones and the Arms of Gold

Directions: Match the words to their definitions.

associate \_\_\_\_\_

1) a rough, young person who gets into trouble

freshman \_\_\_\_\_

2) to think harder

hoodlum \_\_\_\_\_

3) connected or having equal rank

distraction \_\_\_\_\_

4) having no feeling

numb \_\_\_\_\_

5) a student in the first year of high school, college, or university

concentrate \_\_\_\_\_

6) anything that causes a person to lose focus or direction

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

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## VOCABULARY MATCHING

# Indiana Jones and the Sargasso Pirates

Directions: Match the words to their definitions.

balmy \_\_\_\_\_

1) free from guilt or blame

innocent \_\_\_\_\_

2) being polite; having or showing respect

pirates \_\_\_\_\_

3) to look very carefully to find any problems

respectful \_\_\_\_\_

4) any person bad at sailing or has never done it or a dumb person

inspect \_\_\_\_\_

5) soft, calm, and pleasant

lubber \_\_\_\_\_

6) people who attack or rob ships at sea

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

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# VOCABULARY MATCHING-ANSWERS

## Indiana Jones Set 3

### Indiana Jones and the Arms of Gold

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3

5

1

6

4

2

### Indiana Jones and the Sargasso Pirates

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5

1

6

2

3

4

# VOCABULARY WORDS

## Indiana Jones and the Arms of Gold

Directions: Write the definitions to the vocabulary words below.

**accent**

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**crossroads**

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**decade**

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**regret**

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**zombie**

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## VOCABULARY WORDS

# Indiana Jones and the Sargasso Pirates

Directions: Write the definitions to the vocabulary words below.

**agile**

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**chasm**

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**entourage**

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**revenge**

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**ruckus**

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# VOCABULARY WORDS-ANSWERS

## Indiana Jones

### Indiana Jones and the Arms of Gold

**accent** - a way of speaking a language that is usual for people of a certain area.

**crossroads** - a place where two paths meet.

**decade** - a measurement of time equal to ten years.

**regret** - to be very sorry.

**zombie** - a person not able to think or control actions.

### Indiana Jones and the Sargasso Pirates

**agile** - moving quickly with grace.

**chasm** - a gorge or hole in the earth.

**entourage** - a group of people who follow and help another person.

**revenge** - to get even for or pay back by causing pain or harm.

**ruckus** - loud and unsettled noise.