# 6th Grade English Vocabulary Master Resource Pack

Comprehensive Worksheets: Word List, Reading Passages & A1 Speaking Cards

## PART 1: TARGET VOCABULARY LIST & MEANINGS

| # | Word | Turkish Meaning | Example Sentence |
|---|---|---|---|
| 1 | Celebration / Festive | Kutlama / Şenlikli | We organized a festive celebration for republic day. |
| 2 | Diverse | Çeşitli, Farklı | Our school has a diverse student community. |
| 3 | Prioritize | Öncelik Vermek | Students must prioritize their studies before playing. |
| 4 | Rehearsal | Prova | We have a drama rehearsal after school today. |
| 5 | Parade | Passage, Tören Alayı | The parade started in the school yard with music. |
| 6 | Inspiring | Ilham Verici | The speech was very inspiring for all young people. |
| 7 | Goal | Hedef, Amaç | My goal is to learn English fluently this year. |
| 8 | Interaction | Etkileşim | Group work increases student interaction in class. |
| 9 | Feedback | Geri Bildirim | Teachers give feedback to help students progress. |
| 10 | Progress | İlerleme, Gelişme | Practice every day to make rapid progress. |
| 11 | Nowadays | Günümüzde, Bugünlerde | Nowadays, most teens use digital tablets at school. |
| 12 | Cutting-edge | Son Teknoloji | Our lab has cutting-edge computers and screen tools. |
| 13 | Engaging | Çekici, Sürükleyici | Interactive games make learning more engaging. |
| 14 | Select | Seçmek | Please select your favorite book from the library. |
| 15 | Capability | Kapasite, Yetenek | This app tests your language capability easily. |
| 16 | Handheld / Portable | Elde Taşınabilir / Taşınabilir | Tablets are handheld tools used in modern classes. |
| 17 | Privacy & Secure | Gizlilik & Güvenli | Protect your privacy and keep passwords secure. |
| 18 | Adore | Çok Sevmek, Tapmak | Children adore playing interactive online games. |
| 19 | Addicted | Bağımlı | Don't become addicted to screen time and games. |
| 20 | Anxiety | Kaygı, Endişe | Proper preparation reduces exam anxiety. |
| 21 | Expert | Uzman | She is an expert in digital educational technology. |
| 22 | Individual | Bireysel, Birey | Every individual student learns at a different speed. |
| 23 | Evaluate | Değerlendirmek | Teachers evaluate students using short quizzes. |
| 24 | Reward | Ödül | Hard work brings success and a great reward. |

LIVEWORKSHEETS

## PART 2: READING COMPREHENSION PASSAGES & QUESTIONS

### Passage 1: The Annual School Culture Festival

Every year, our school organizes a **festive** culture day to celebrate our **diverse** student community [cite: 1]. Students work hard to **prioritize** their studies while spending time on **rehearsals** for the main stage show. The main event starts with a colorful **parade** through the school yard. The principal gives a speech that is very **inspiring** to everyone. The main **goal** of this festival is to increase student **interaction** and build a strong sense of community. Teachers also offer **feedback** on student projects to help them make **progress** in their learning.

**1. What is the main purpose of the school culture festival?**

A) To test students B) To increase interaction C) To restrict games D) To sell books

**2. How does the main event start?**

A) With a parade B) With an exam C) With a movie D) With a speech

**3. Why do teachers give feedback on projects?**

A) To distract them B) To help progress C) To cause anxiety D) To end festival

### Passage 2: Technology in Modern Classrooms

**Nowadays**, technology plays a major role in education. Schools use **cutting-edge** digital tools to make lessons more **engaging** and **effective** for students [cite: 1]. Teachers often **select** interactive apps to test students' **capability** and spark their **creativity**. For example, **handheld** tablets allow students to access **visual** materials easily. However, schools must also protect student **privacy** and keep network connections **secure**. When used correctly, educational technology is a powerful **tool** that improves learning.

**4. According to the text, why do schools use digital tools?**

A) To make lessons engaging B) To replace teachers C) To restrict learning D) To slow down work

**5. What device is mentioned as an example of handheld technology?**

A) Desktop computers B) Tablets C) Television sets D) Smartboards

**6. What safety measures must schools consider when using tech tools?**

A) Price and color B) Privacy and security C) Weight and size D) Speed and volume

### Passage 3: Gaming and Screen Time

Video games have huge **popularity** among young people, offering **immersive** worlds and exciting challenges. However, playing for too many hours can lead to health problems. Some teens become **addicted** to gaming, which can **distract** them from their homework and cause **anxiety**. Experts suggest that parents should **restrict** screen time and encourage kids to **adapt** a balanced lifestyle. It is a **necessity** to set time limits so that gaming remains a fun hobby rather than a harmful habit.

**7. What negative effect can playing too many video games cause?**

A) Better grades B) Anxiety and distraction C) More sleep D) High energy

**8. What do experts recommend parents do regarding screen time?**

A) Increase it B) Restrict it C) Ignore it D) Ban completely

**9. What is necessary to keep gaming a fun hobby?**

A) Setting time limits B) Buying games C) Playing all night D) Playing alone

### Passage 4: Learning Methods and Evaluation

Every **individual** student has a unique learning style. Some prefer **visual** aids, while others like practical exercises. Teachers must **evaluate** learning using different **methods**, such as **formative assessment** quizzes, to check student understanding. It is essential to have **flexibility** in teaching to **modify** plans when needed. When students work hard and **achieve** their goals, receiving a small **reward** can boost their confidence and motivation.

**10. Why do teachers use formative assessment quizzes?**

A) To grade final exams B) To check understanding C) To punish students D) To waste time

**11. Why is flexibility important in teaching?**

A) To modify plans as needed B) To cancel classes C) To avoid homework D) To keep plans rigid

**12. What effect can receiving a reward have on students?**

A) Decrease interest B) Boost confidence C) Cause confusion D) Lower progress

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## PART 3: A1 LEVEL CLASSROOM SPEAKING CARDS

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## 1. CELEBRATION #01

**Q1: Do you like birthday parties?**
**Q2: What is your favorite celebration?**

**Words:** party, cake, music, happy

## 2. SELECT #02

**Q1: What color do you select for your bag?**
**Q2: Do you select ice cream or cake?**

**Words:** choose, red, blue, chocolate

## 3. REWARD #03

**Q1: Do you get a reward for good grades?**
**Q2: What reward do you want from parents?**

**Words:** gift, chocolate, toy, star

## 4. VISUAL #04

**Q1: Do you like picture books or text books?**
**Q2: Is visual learning easy for you?**

**Words:** picture, video, see, look

## 5. GOAL #05

**Q1: What is your goal for English class?**
**Q2: Do you want to speak good English?**

**Words:** learn, speak, grade, 100

## 6. TOOL #06

**Q1: What school tool do you use every day?**
**Q2: Is a phone a good learning tool?**

**Words:** pencil, ruler, app, tablet

## 7. PORTABLE #07

**Q1: Do you have a laptop computer?**
**Q2: Is your phone portable?**

**Words:** easy, bag, small, carry

## 8. ADORE #08

**Q1: What animal do you adore?**
**Q2: Do you adore cats or dogs?**

**Words:** love, like, cute, pet

## 9. SUBTITLE #09

**Q1: Do you watch movies with subtitles?**
**Q2: Do subtitles help you understand?**

**Words:** read, text, movie, Turkish

## 10. ADDICTED #10

**Q1: Are you addicted to computer games?**

LIVEWORKSHEETS

**Q2: How many hours do you play daily?**

**Words:** play, hours, game, phone

### 11. ANXIETY #11

**Q1: Do you feel anxiety before an exam?**
**Q2: What makes you feel calm?**

**Words:** nervous, scared, music, sleep

### 12. NOWADAYS #12

**Q1: What music do you listen to nowadays?**
**Q2: Do you watch videos on TikTok nowadays?**

**Words:** now, today, pop, YouTube

### 13. EXPERT #13

**Q1: Who is an expert in your family?**
**Q2: Are you an expert in any video game?**

**Words:** good at, master, teacher, dad

### 14. OPINION #14

**Q1: In your opinion, is English easy or hard?**
**Q2: What is your opinion about football?**

**Words:** I think, fun, boring, good

### 15. INDIVIDUAL #15

**Q1: Do you like individual work or group work?**
**Q2: Do you play any individual sport?**

**Words:** alone, solo, tennis, swimming

### 16. SECURE #16

**Q1: Is your phone password secure?**
**Q2: Do you feel secure at home?**

**Words:** safe, secret, code, family

## READING COMPREHENSION ANSWER KEY (CEVAP ANAHTARI)

**Passage 1:** 1-B | 2-A | 3-B | **Passage 2:** 4-A | 5-B | 6-B
**Passage 3:** 7-B | 8-B | 9-A | **Passage 4:** 10-B | 11-A | 12-B

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