I LOVE LEARNING 6 UNIT 06 VOCABULARY

Exercise 01: Match each "Words to Shine" term to its correct description.

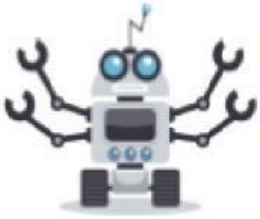
Word	Description
1. Explorer 	_____. A person who investigates a crime or suspects someone.
2. Map 	_____. A drawing of an area that helps you find your way.
3.Wizard / Witch  2.	_____. A person who travels to unknown places to discover new things.
4. Spell 	_____. A magical word or phrase used to make magic happen.
 5. Clue	_____. A person with magical powers in fantasy stories.

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Word	Description
6. Suspect 	_____. A piece of information or an object that helps solve a mystery.

Exercise 02: Drag and drop the different words. Then, match them to their definitions.

ROBOT	MAGIC	QUEST	JOURNEY	EVIDENCE











- **Definitions:**
  - **A.** A long and exciting trip or travel. _____
  - **B.** A machine that looks and acts like a human. _____
  - **C.** Proof or facts that show who committed a crime. _____
  - **D.** A special, long journey to find something or complete a mission. _____
  - **E.** A supernatural power that can make impossible things happen. _____

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Story Taboo

Exercise 03: Match the word to its correct description from the story vocabulary.

Word	Definition
1. Spooky	____. Advanced electronic tools and science equipment.
2. Haunted	____. Frightening or causing fear.
3. Technology	___. Strange and slightly frightening, like ghosts or shadows.
4. Future	____. The time that will come after the present.
5. Scary	_____. Visited or lived in by ghosts.

Exercise 04: Complete the sentences using words below..

- **Box:** *spooky – haunted – scary – future – technology – journey – map – quest*

1. A house where ghosts live and make strange noises is called a _____ house.
2. The story takes place in the year 3050, far into the _____
3. Computers, smartphones, and internet tools are examples of modern _____
4. A dark, quiet forest at midnight can feel very _____
5. The brave knight started a long _____ across the mountains.
6. To find the hidden treasure in the jungle, the travelers used an old paper _____
7. The heroes went on a dangerous _____ to save the magical kingdom.
8. We heard _____ noises coming from the old castle cellar!

Describe the Story Elements

Exercise 05: Match the adjective or descriptive noun to the story element or scene it best describes.

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Word	Story Feature / Context
1. Spooky / Haunted	____. A detective looking at fingerprints at a crime scene.
2. Magical	____. A dark, old house with strange noises at midnight.
3. Robotic / Future	____ A wizard casting a spell with a wand.
4. Mysterious	____ A spaceship traveling to a distant planet.

The "Odd One Out"

Exercise 06: Circle the word that does NOT belong in the group .

1. Explorer — Wizard — Robot — Baker
    - **Odd one out:** _____.
2. Clue — Evidence — Suspect — Spaceship
    - **Odd one out:** _____.
3. Map — Quest — Journey — Magic wand
    - **Odd one out:** _____.
4. Spooky — Haunted — Scary — Fast
    - **Odd one out:** _____.

Complete the Mini-Dialogue

Exercise 07: Choose the missing words to complete the conversation between two students talking about a book.

Tom: Hey, have you read that new book about space? The main character is a clever little **(1)** _____ who travels into the **(2)**_____.

Mia: Yes! I loved it. It has amazing **(3**_____like laser guns and flying cars.

Tom: Exactly! And what about the mystery part? The detective had to look for a **(4)** _____in every chapter.

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Mia: True! And the final **(5)** _____ surprised me—I didn't think it was the doctor who did it!

Tom: Totally. It was a really exciting **(6)** _____from the first page to the last.

True or False?

Exercise 08:: Read the sentences about the Unit 6 story words. Write T (True) or F (False).

1. _____ A **map** is a drawing of an area that helps you find your way around a place or jungle.
2. _____ A **robot** is a living animal that breathes fire and lives in a castle.
3. _____ A **haunted** house is a place where people believe ghosts live and make strange noises.
4. _____ An **explorer** is someone who stays at home in bed and never travels.
5. _____ A **spell** is a magical word or phrase used by a wizard or witch to do magic.
6. _____ **Technology** refers to advanced electronic tools and machines like computers, smartphones, and robots.
7. _____ A **clue** or piece of **evidence** helps a detective solve a mystery or crime.
8. _____ Something **spooky** or **scary** makes you feel calm, relaxed, and sleepy.

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