

CENTRO EDUCATIVO CONEET**MAY VOCABULARY****6th Grade**

1. jeopardy Danger of loss, harm, or failure.
2. stable Steady and not liable to change.
3. blurt To say something suddenly or without careful consideration.
4. eventually After a long time, especially after many problems or setbacks.
5. scrounge To seek and acquire something from any available source.
6. spiteful Full of or showing petty maliciousness.
7. comprehension The ability to understand something.
8. abrupt Sudden and unexpected.
9. oracle Somebody or something considered to be a source of knowledge or prophecy.
10. lousy Unpleasant or unacceptable.
11. fence A barrier enclosing area, typically consisting of posts connected by wire, wood, etc.
12. slam To shut or be shut forcefully and loudly.
13. spin Spin, spun, span, spinning. To turn or cause to turn round quickly.
14. tumble To fall suddenly, clumsily or headlong.
15. greasy Covered with or containing grease, often a lot or too much of it.
16. wobble To move unsteadily from side to side.
17. dinky Small in size, or of almost no importance.
18. midway In or towards the middle.
19. creep To move along silently and stealthily.
20. bench A long seat for more than one person.
21. tissue Any of the distinct types of material of which animals or plants are made, consisting of specialized cells and their products.
22. crummy Inferior or of little worth.
23. lawn An area of mown grass in a garden or park.

24. mower A machine, often power operated that cuts grass with rotating blades.
25. muster To bring together a group of soldiers, especially for inspection or in preparation for battle.
26. mostly Almost entirely
27. shift To move or change or cause to move or change from one position to another.
28. ahead Further forward in space or time.
29. chirp To make a short high-pitched sound.
30. shady Having little natural light, often giving shelter from harsh sunlight.
31. clank A short loud sound as of pieces of metal being struck together.
32. asleep In or into a state of sleep.
33. furl To roll or fold up neatly and securely.
34. scrap A small piece or amount of something especially one that is left over after the greater part has been used.
35. shore The land along the edge of a sea, lake, etc.
36. allusive Making or containing an indirect reference to something or somebody.
37. barren Too poor to produce much or any vegetation.
38. harsh Unpleasantly rough or jarring to the senses.
39. decrepit In poor condition, especially as a result of being old, or overused.
40. arise To appear or come into existence.
41. lurch A sudden unsteady movement.
42. glider A light aircraft designed to fly without using an engine.
43. filthy Disgustingly dirty.
44. soak To make or become thoroughly wet by immersion in liquid.
45. schooner A sailing ship with two or more masts, typically with the foremast smaller than a mainmast.
46. blow Blow, blew, blown, blowing. To move something with an air current.

47. sting To wound with a small sharp-pointed organ of an insect, plant, etc. capable of inflicting a pain by injecting poison.
48. kite A light framework covered in a thin light material, flown for fun in the wind at the end of a long string.
49. rope A strong cord made by twisting together strands of hemp, sisal, nylon, etc.
50. strut To walk in a stiff or proud way that suggests arrogance or pomposity.
51. blur To make or become unclear or less distinct.
52. craft Something produced skillfully by hand, especially in a traditional manner.
53. altogether Completely, entirely or utterly.
54. underwear Clothing worn under other clothes next to the skin.
55. net Piece of meshwork fabric used typically for catching fish.
56. camber A slight convex curve in a structure, especially the curve in the surface of a road.
57. struggle To make forceful efforts to get free.
58. splinter 1. A small thin sharp piece of wood, glaze, etc., broken off from a larger piece.
2. To break or to cause to break into splinters.
59. engine A machine with moving parts that converts power into motion.
60. shack A roughly built hut or cabin.
61. awkward Embarrassing and requiring great tact or skill to resolve.
62. bot A larva of a botfly.
63. bounce (of an object, especially a ball) To spring quickly up or away from a surface after hitting it.
64. cradle A baby's bed or cot, especially one mounted on rockers.
65. successful Having the intended result.
66. exasperate To make somebody very angry or frustrated, often by repeatedly doing something annoying.
67. strident Loud and harsh.
68. scornful Feeling or expressing great contempt for somebody or something.
69. aware Having knowledge or perception of a situation or fact.

70. nearby In, at, or to a place a short distance away.
71. ankle The joint connecting the foot with the leg.
72. roughly In a harsh manner.
73. napkin A square piece of cloth or paper used at a meal to wipe the fingers or lips and to protect garments.
74. wither (of a plant) To become dry and shriveled as part of the process of dying.
75. bruise To inflict an injure appearing as an area of discolored skin on the body, caused by a blow or impact rupturing underlying blood vessels.
76. sniff To draw air audibly through the nose.

SCIENCE AND GEOGRAPHY

1. electrons A stable negatively charge elementary particle with a small mass that is a fundamental constituent of matter and orbits the nucleus of an atom.
2. electric charge The power stored in a battery.
3. static electricty The electric charge created when electrons are moved from one object to another.
4. electric current The movement of electric charges.
5. conductor A substance, body, or medium that allows heat, electricity, light, or sound to pass along it or through it. Metals are good conductors of heat because of the high concentration of free electrons they contain.
6. insulator A material or device that prevents or reduces the passage of heat, electricity, or sound.
7. electric circuit A route around which an electrical current can flow, beginning and ending at the same point.
8. series circuit One in which objects are connected in one large loop.
9. parallel circuit One in which each object is connected to the power source in its own loop.
10. magnet A piece of metal, often bar-shaped or U-shaped, that has the power to draw iron or steel objects toward it and to hold or move them.
11. pole Either of two terminals in something such as a battery, generator, or motor that have opposite electric charges.

12. magnetic field A region of space surrounding a magnetized body or current-carrying circuit in which the resulting magnetic force can be detected.
13. electromagnet A magnet consisting of a core, often made of soft iron, that is temporarily magnetized by an electric current in a coil that surrounds it.
14. generator A machine or device that is used to convert mechanical energy, for example, that provided by the combustion of fuel, into electricity.
15. rub To move the hand or an object over the surface of something, pressing down with a repeated circular or backward and forward motion.
16. transfer To move from one place to another, or cause somebody or something to do so.
17. comb An instrument with a row of long thin teeth, used to arrange hair.
18. laundry Freshly washed clothes or linen.
19. wire A strand of metal, usually copper, that is encased in plastic or another insulating material and is used to carry an electric current.
20. prong A thin sharp point at the end of something.
21. battery A number of connected electric cells that produce a direct current through the conversion of chemical energy into electrical energy.
22. loop A closed electric circuit.
23. rung Any of the steps of a ladder.
24. filing A tiny particle or shaving of metal, such as might have been removed with a file.
25. compass A device for finding directions, usually with a magnetized needle that automatically swings to magnetic north.
26. junkyard A place where garbage and waste is collected before being sold or processed.
27. coil A spiral of wire through which an electric current is passed to create a magnetic field or to function as an inductor.