

Vocabulary Escapades

Warm Up with Garfield



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What do you get when you mix the antics of a clever (and, by the way, quite famous) cat with a hundred catchy (and, by the way, useful and important) words? You get a better vocabulary—plus a whole lot of adventuresome, brain-stretching fun!



GARFIELD

is a witty kitty, full of surprises, humor, and wisdom. For a cat, he has an astonishingly rich vocabulary, which he uses to express a whole range of ideas, opinions, emotions, likes, dislikes, and comments on the world. You never know what adventure Garfield will start up next—or what he'll express in his thought balloons.



WORDS

are like Garfield—full of surprises, humor, and wisdom. YOU, too, can use words to let others know what you think, wonder, believe, feel, or know. There are words for every possible situation, occasion, need, or emotion. You never know when a good word will sneak up on you, or invite you to an adventure.

So it's a naturally good idea to combine Garfield and vocabulary. And the result of this combination is a delightful parade of 88 VOCABULARY ESCAPADES with Garfield.

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Never Forget These Words!

Here's how to use this book to make these words part of your vocabulary forever.

- Start every escapade by reading the word at the top of the page and its definition. Then read the comic strip or cartoon to see what Garfield is doing. Stop and think about the connection between the cartoon and the word.
- Look up the word in your own dictionary. Compare the definitions. Notice other definitions of the word.
- Answer the questions and do the tasks suggested on the page. This will let you use the word in several ways.
- Think about where you have heard or read the word before.
- Look hard at the word and try to take it apart. Pay attention to its root, prefix, suffix, and ending.
- If you have time, look in a thesaurus to find synonyms, or create a list of antonyms for the word.
- Make a list of places and situations where the word might be useful.
- Be on the lookout for the word in school, at home, and other places.
- When you hear or see one of these words used (anywhere), show or share it with others.
- MOST OF ALL . . . use the word in many places, ways, and situations.

How Vocabulary Is Learned

Some very sharp people have spent years studying how people learn new words. Most of us can learn a bunch of words for a test. But we don't really KNOW a word until it becomes comfortable—a normal part of our everyday vocabulary. Here are some important discoveries about learning vocabulary that are put to work in this book.

You are most likely to REALLY remember a new word if . . .

- it is connected to a picture or other visual representation.
- humor is used in presenting or explaining the word.
- you use the word in a variety of different ways and forms.
- a mnemonic device (a memory trick) is developed to help remember the word.
- you DO something to demonstrate the word (actively), using movement.
- you connect the word right away to your real-life experiences.
- you connect the word to things and words you already know.
- you think about, and write or discuss the causes and results of the idea named by the word.
- you think about, and write or discuss examples and nonexamples of the idea named by the word.
- the word is used in a context that further strengthens your understanding of its meaning.
- you see it, read it, hear it, look for it, and listen for it many times.
- the word is taken apart, so that you understand its root, prefix, suffix, and ending.
- you interact with other people as you use, explain, and understand the word's meaning.

The number ONE way to REALLY remember a word is to use it again and again. You need to use a word 15 times meaningfully before you truly know it!



escapade

(n) an unconventional adventure

1. An *escapade* is an adventure that runs counter to conventional (usually accepted) behavior. What is unconventional about Garfield's *escapade*?

2. Think of an escapade that might take place in each of the locations shown below that begin with the letters of the word *escapade*. Write a phrase to describe the adventure. (Do not suggest any adventures that are illegal or hurtful to people involved.)

Escalator _____

Science lab _____

Cafeteria _____

Amusement park _____

Park _____

Alley or avenue _____

Dinner table _____

Entertainment venue _____
(such as a theater)

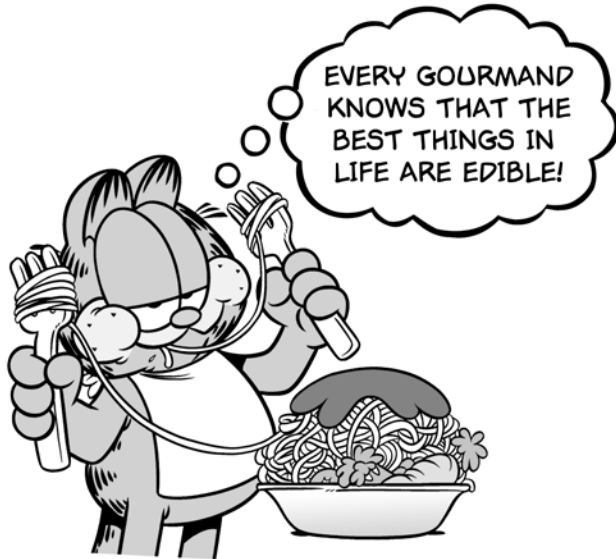
3. What is the most memorable *escapade* of your life? If you had it to do over again, would you repeat it? Write a brief description of the *escapade*. Tell why you would (or wouldn't) do it again.

A large, empty rectangular box with a black border, intended for writing a response to question 3. A small pencil icon is positioned in the top right corner of the box.

NAME _____

gourmand

(n) one who is excessively fond of eating good food



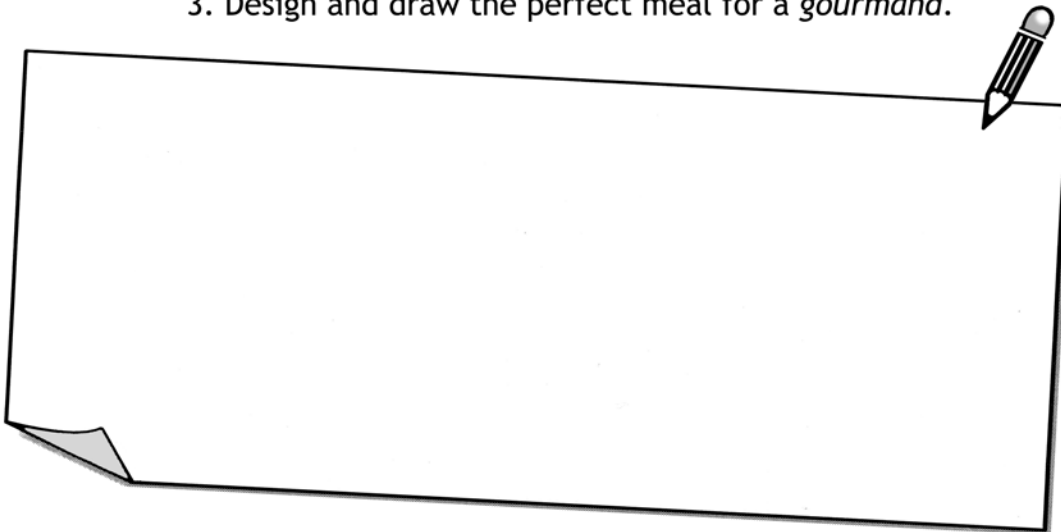
1. Identify one clue in the cartoon that could lead you to believe Garfield is a *gourmand*.

2. Think of Garfield, the *gourmand*, as you finish these comparisons.

The sausage on his spaghetti is spicier than _____.

Garfield eating spaghetti sounds like _____.

3. Design and draw the perfect meal for a *gourmand*.



4. The following words apply to people (or cats) who are interested in food. Explain how each one is different from a *gourmand*.

gourmet _____

epicure _____

bon vivant _____

NAME _____