



VOCABULARY SUPER STRETCH

Skill levels 9 - 11

Complete program: 12 units
Vocabulary Super Stretch - Set 1 (Units 1, 2, 3, 4, 5, 6)
Vocabulary Super Stretch - Set 2 (Units 7, 8, 9, 10, 11, 12)

For details about each unit, see the Contents section on page 3 - 8.
For teaching suggestions, see page 8.

Evaluation versions: Units 2 and 8
Tracks work for two students.

Windows 98/Me/NT/2000/2003/XP
8 MB RAM, 40 MB hard disk space
This program requires a minimum screen resolution of 800 by 600 pixels.

The program helps students to learn new words, recognize them in different contexts, and understand where many English words come from. A glossary introduces the word list in each unit. Each set contains 108 vocabulary words and 920 questions.

The program is compatible with Merit Text Talker, which allows students to have the text read aloud to them.

The program is designed for students at different levels of language proficiency in high school. The first parts of the program, the Workout and Wrap-up, help to build vocabulary through vocabulary in context sentences as well as FYIs, (for your information) word origin stories. The enrichment activities, which are optional, provide students with a chance to stretch their knowledge in a more advanced context. The first parts of the program help to improve their test skills. The enrichment activities are specifically designed to help students increase their vocabulary in interesting new contexts.

The format allows the word list, the question, and the multiple choice answers to remain on screen at the same time so that students can refer to the list when choosing an answer. The program can also be used by ESL and adult students interested in improving their reading skills. It contains a diagnostic test and glossary, followed by a series of exercises and activities designed to promote mastery of words and word families.

This self-paced improvement and management program helps students sharpen their vocabulary skills and lets teachers monitor their students' independent learning. After an assessment, students work on specific words on each list and learn in a mixed practice format that includes: 1) a Multiple Choice exercise; 2) an Antonym Hunt; 3) two idea association activities, Beyond Definition and Idea Match; 4) a Words-in-context Paragraph; and 5) a Crossword Puzzle. The glossary is available throughout, and students receive help and contextual feedback. A review consisting of three activities follows every three units.

Each lesson is self-directing and self-correcting. Students receive graphic rewards. Following each round on the summary screen is a Print option, which generates a progress-to-date report. Student scores are kept in a management system that allows teachers to view and print reports.

The evaluation version of the program permits entry of only two student names. When a third name is entered, the first one will be deleted. The stand-alone version for one station contains record keeping for 42 students. Other School versions permit entry of as many names as disk space allows. When disk space is filled, the name that was entered first will be deleted.

For logging on instructions, see the Logging on and Class Management section of this guide. Versions are available for stand-alone, network, or home use.

PROGRAM DESCRIPTION

Each unit of the program contains three Main Menu parts: Tryout, Workout, and Finals. Summary screens follow each round of each part of the Main Menu. The Print option shows the student's progress to date, not just the results of an individual round.

TRYOUT: Because the Tryout helps the student assess his knowledge of words on the list, he does not get any sounds or graphic rewards until he has completed the Tryout. The bar at the bottom of the screen shows how much of the Tryout he has completed. When the student has completed the Tryout a summary screen will show how he did. Stars show the number of words passed. A check shows that he has done an excellent job. His scores let him know how he is doing. 'Print' will show how he did in a progress-to-date report.

WORKOUT (part 1 - Multiple Choice): This section of the program presents a multiple choice question for each word on the list. A glossary and help messages, as well as sound and graphic rewards, are available. FYI buttons allow the student to learn interesting additional facts about selected words on the list. To pass the Workout, the student must make correct choices for each word. The student must do a minimum of two rounds to pass the Workout. When he completes the Workout he automatically moves on to the Wrap-up. The bar at the bottom of the screen shows how far along the student is in the Workout.

Wrap-up (part 2 of the Workout): The Wrap-up consists of two activities, Antonym Hunt and Beyond Definition, a series of multiple choice thought questions. Each gives the student a different way to see what he has learned.

Summary-Workout: At the end of each round a summary screen shows which words the student passed in that round. Only Workout results appear on the screen. 'Print' will show the Workout scores along with the Wrap-up results. The bar at the bottom of the screen indicates the student has passed the Workout. He may then go on to the Enrichment activities.

Enrichment: Three unscored activities make up the enrichment section: Idea Match, Words in a Paragraph, and Puzzle. When the student has received a star, he has completed the Enrichment activities. Print will show how he did in the complete program.

FINALS: The student is tested on the same words but with some different multiple choice questions. He will be given a text for each word. The student must make a correct choices to pass the word. The bar at the bottom of the screen shows how much of the Finals he has completed.

Summary-Finals: When the student has finished all the words, a summary screen will show how he did.

Targeted Workout (follows the Finals): If the student has NOT passed one or more words in the Finals, he is prompted to do this optional exercise and then repeat the Finals.

REVIEW: At the end of each group of three units, students are challenged by two multi-paragraph reviews and a crossword puzzle.

LOGGING ON AND CLASS MANAGEMENT

There are two options for adding student names to the record database.

- Teacher controlled – appropriate for most schools. Names added with the Teacher Program Manager (TPM) Set Up Student Names functions. See the Teacher Program Manager section of the guide.
- Student controlled – for home users and for mature students. Names added at the Logon Screen.

The program opens to a Logon screen with all previously entered class codes and student names. Students must select their class code in order to see the list of students in their class. They then click on their name to begin the program. If the program is in student controlled mode and students are logging on for the first time, they select their class code, click the New Student icon, and fill in their name on the form that appears on the screen.

The evaluation version of the program permits entry of only two student names. When a third name is entered, the first one will be deleted. The stand-alone version for one station contains record keeping for 42 students. Other school versions permit entry of as many names as disk space allows. When disk space is filled, the name that was entered first will be deleted.

SCORING

Students may print out their scores at the end of round progress-to-date screen. Teachers may view detailed scoring in the Teacher Program Manager.

TEACHER PROGRAM MANAGER

All Merit Software applications utilize a centralized student record keeping/management system utility program called Teacher Program Manager (TPM). For more information about class management, scoring, and other program features see the Teacher Program Manager manual. It can be printed out from a Merit Software CD or from this link on the Internet:
http://meritsoftware.com/Teacher_Program_Manager.pdf

Here are the program features the teacher may customize for students using the Program options menu in the TPM.

1. Hide/Show Sound
2. Hide/Show Graphics
3. Control which program parts are active

CONTENTS OF VOCABULARY SUPER STRETCH

Vocabulary Super Stretch, Set 1 (Contains Units 1, 2, 3, 4, 5 and 6)

UNIT 1

apparent - obvious, clear
 complement - to complete or enhance; counterpart
 compliment - act of praise, approval
 contemporary - modern
 determine - figure out
 extraordinary - remarkable
 inept - clumsy, lacking skill or ability
 initial - about the beginning, first
 inspire - stir to action
 interval - space or time period between events
 native - natural, to come from; a person born in a certain place
 participate - take part
 perpetual - constant
 radiant - giving out rays of light, beaming, bright with joy
 sacred - religious, holy
 wane - grow weaker
 wax - grow fuller, grow more, increase
 worthless - valueless

UNIT 2

afflict - to cause great pain, suffering or distress
 castigate - scold severely
 crucial - vitally important, significant
 effective - able to produce a desired result
 escapade - adventure, wild prank
 espionage - spying, surveillance
 exaggerate - make or seem greater, overstate
 expose - leave unprotected, make known, uncover
 fundamental - underlying, basic, essential
 inflict - impose something unwelcome
 lull - period of calm or stillness; to soothe or quiet
 maze - complicated or confusing network of passages
 memorable - remembered for a long time, notable
 plausible - apparently true, seeming to be reasonable
 relentless - harsh, continuous, single-minded
 subjugate - bring under control
 succession - coming one after another, in continuous sequence
 unscathed - wholly unharmed, unhurt

UNIT 3

barrier - obstacle, hindrance
 conclude - to end
 conclude - to decide, determine
 deduce - derive, infer
 devote - to concentrate on, believe in
 dubious - doubtful
 endeavor - try, attempt, make an effort
 execute - put into effect
 exonerate - free from blame
 gradual - slow, little by little
 hamper - hinder, interfere with
 incredible - unbelievable
 indefatigable - untiring, persistent
 initiative - enterprise
 nominate - name as a candidate
 onerous - burdensome, difficult
 pandemonium - great disorder, chaos
 prosperity - affluence, wealth

Review Units 1 - 3**UNIT 4**

adept - skillful
 bizarre - odd
 chronicle - record
 commerce - exchange of goods or services
 correspond - communicate with
 correspond - be equivalent to, agree
 exhilarate - invigorate, make cheerful
 exterminate - destroy
 genius - extraordinary intelligence
 insight - understanding
 interpret - explain, translate
 intrepid - fearless
 neutral - impartial, being neither one extreme nor the other

plaudit - expression of approval
 posthumous - occurring after death
 symbol - something that is representative of something else
 synthetic - man-made
 transpose - change the order of, reposition, shift

UNIT 5

appropriate - to set aside for a specific purpose, allot, assign
 appropriate - especially suitable
 chaos - utter confusion
 demeanor - manner, disposition
 diction - way of pronouncing words
 epitome - ideal example, embodiment
 eradicate - eliminate
 irony - opposite of what is expected, one thing said and its opposite implied
 martyr - person who dies or suffers much to further a belief or cause
 meditate - think quietly, contemplate
 mimic - imitate
 occurrence - something that happens, event, incident
 paramount - most important
 pious - very religious
 prudent - wise
 reputable - respectable
 society - a group of people sharing a common culture or interest
 statistic - information in the form of numbers

UNIT 6

amble - stroll
 benevolent - kindly, charitable
 contagious - rapidly spread, infectious
 evince - call forth, show clearly
 exemplify - be an example of, represent
 furor - uproar, rage
 hackneyed - overused, trite
 impostor - fake, pretender, deceiver
 ingenious - cleverly inventive and original, resourceful
 ingenuous - innocent, unsuspecting, naive
 noxious - harmful
 policy - procedure, accepted course of action
 scribe - copyist, writer
 sensationalism - subject matter or language designed to startle or excite
 tenacious - holding fast, adamant, persistent
 trend - a general tendency
 verify - confirm, make certain of
 wry - sarcastic, warped, mocking

Review Units 4 - 6

Vocabulary Super Stretch, Set 2 (Contains Units 7, 8, 9, 10, 11 and 12)**UNIT 7**

annex - attach to something, an addition
 blatant - offensively obvious
 consume - to use up
 efficient - able, bring about a desired result with little waste
 garner - gather in, acquire
 histrionics - theatrical behavior
 homage - respect and honor
 impurity - something that contaminates; a contaminant
 intrigue - arouse interest; plot, scheme, conspiracy
 legendary - famous, well-known
 loquacious - talkative
 lyric - songlike, poetic
 moral - lesson to be learned
 morals - standards of behavior
 recapitulate - restate briefly
 slapstick - crude comedy, using horseplay
 transient - short-lived, temporary, brief
 twit - tease, ridicule

UNIT 8

abdicate - relinquish, give up, surrender
 articulate - give words to, enunciate, utter
 compound - composed of two or more parts, combination; to increase or add to
 compound - enclosed area
 curtail - restrict, curb, cut short
 defame - damage through misrepresentation, malign
 disinterested - impartial
 ideology - set of beliefs
 indignity - insult, humiliating treatment
 pernicious - harmful
 pragmatic - practical, sensible, reasonable
 predominate - prevail
 prodigious - enormous
 propaganda - ideas that help or hurt a cause, promotional material
 resource - asset, supply that can be used when needed
 reticent - disinclined to speak, shy
 stamina - endurance
 strategy - plan

UNIT 9

affluent - wealthy, prosperous, rich
 commodity - something of use, advantage, or value
 decorum - proper behavior, order
 definitive - final, quintessential
 discreet - cautiously tactful, modest
 effluent - outflow
 entreat - beg, plead
 genteel - polite, stylish, aristocratic
 gourmet - expert on fine food, connoisseur
 heterogeneous - dissimilar, mixed
 memoir - autobiography, an account of personal experiences, biographical sketch
 opulent - super abundant, deluxe, lavish
 pacify - soothe, appease

pedagogue - teacher
 recession - movement backward, business decline
 reclusive - withdrawn, solitary
 sojourn - temporary stay, journey, travel
 supercilious - haughty

Review Units 7 - 9

UNIT 10

bigotry - narrow-mindedness, prejudice
 boycott - refuse to deal with, avoid
 concept - general idea
 constrain - restrict, compel, force
 deficit - amount of money short, shortfall
 designate - describe, label, name, specify
 dilemma - situation involving a difficult choice
 entail - make necessary, require
 extrovert - sociable person
 genus - class with similar characteristics
 hierarchy - order, rank
 inadvertent - unintended, accidental
 microcosm - small, representative part of the whole
 moderate - neither too much nor too little, not extreme, average
 moderate - make less severe, violent or intense
 petition - solemn, earnest request
 retrospective - a look back on the past
 vindictive - revengeful, spiteful; desire to hurt

UNIT 11

accolade - award, praise
 ambulatory - able to walk
 aspersion - slur, unfavorable or damaging remark
 circumspect - cautious, careful
 clandestine - secret, hidden
 disdain - scorn
 empathy - feeling or sharing another's emotions or experiences
 expound - explain, make a detailed statement
 heritage - something received through birth; tradition
 implicit - imply, understand though not directly express, tacit
 insurgence - rebellion, uprising
 optimum - most favorable
 propound - propose, offer for consideration or acceptance
 stellar - celebrated, outstanding
 stellar - of the stars, celestial
 synopsis - summary, a brief general overview
 tribulation - suffering, hardship
 zenith - highest point, peak, culmination

UNIT 12

attrition - gradual wearing down, lowering, reduction
cardiac - related to the heart
commiserate - sympathize
concomitant - accompanying, occurring with something else
consummate - superb, masterful, virtuoso
conspire - conclude, complete in every respect
coterie - group of followers
deplete - exhaust, empty
endemic - native, prevalent in a particular locality or people
enrapture - delight
entity - thing that exists, a being
mediate - try to bring about an agreement
mesmerize - hypnotize
metamorphosis - change, transformation
nonpareil - one whose greatness is unequalled; unparalleled, unequalled
sumptuous - grand, luxurious, opulent
vacuous - empty, stupid
venerate - deeply trust, revere

Review Units 10 - 12**SUGGESTIONS FOR USING THIS PROGRAM**

For best results we recommend that students use the program 20 to 30 minutes a session, two to three times a week, for six to eight weeks in conjunction with other methods of instruction. Program usage should be paced to allow students sufficient time between sessions to absorb the material.

Start out with Merit's *Tryouts* to see where students need reading help most.

Discuss problem areas with students.

Ask students what they read most outside of school. How much do they read outside of school? Do they use books or go online? What do they like to read?

Supplement Merit with material from social studies, science and language arts class, so students may practice skills in various subject areas.

Return to the software and let students try Merit *Workout* sections.

Follow up each software session by asking students what new vocabulary words they have learned. What new questions do they have?

Look at a sample text. Ask students to find the key words that tell the main idea. Can they list 1-2 details? Find a fact and/or an opinion? Explain text sequence?

Have students print scores received for completing software *Workout* sections. Later, discuss scores with students. Are they pleased with their progress? What seems easier to them? What needs more practice?

Relate skills practiced with the software to material in social studies, science and language arts classes, so students can apply new skills to each subject area.

Ask students to try making up new titles for material being read in their social studies, science and language arts classes.

Ask students to make up sentences using vocabulary encountered in social studies, science and language arts classes. Let them work in pairs to share sentences.

Have students imagine they are making up reading/vocabulary questions for the Merit program being used. Give students a short text. Have them work in pairs to create and write their own skill-related question and answers.

Return to the software and let students try Merit's *Finals*, to help prepare for and de-mystify standardized tests.

Follow up software units with written post-tests.

Compare students' software results with gains in standardized test scores.

TIPS FOR INTRODUCING MERIT TEXT TALKER

The Merit Text Talker is an optional feature that may be helpful for your students. Introduce the Merit Text Talker feature to students by demonstrating how it functions.

Show how they can right-click in a text box to have the "Say text" pop-up message appear. Then show that moving the mouse over the pop-up highlights the pop-up. Press the highlighted pop-up to have the text read aloud. Right-click again to stop the text.

Show students that using the Application Key (next to the right-side CTRL Key) is equivalent to right-clicking.

Have students practice using the Merit Text Talker.

Encourage students to change the Merit voice periodically from "Kate" to "Paul," so they can practice listening to two different voices.