

Vocabulary Words

1. Bustling /'bʌsəlɪŋ/ (adjective) - Full of activity, noise, and movement; vibrant with energy.
Example: The bustling city streets were filled with people and cars.
2. Exist /ɪg'zɪst/ (verb) - To have actual being or live; to be present or real.
Example: Scientists study the conditions that allow life to exist on other planets.
3. Pixelated /'pɪksəˌleɪtɪd/ (adjective) - Displayed in a way that shows individual pixels, often resulting in a blocky or distorted image.
Example: The low-resolution video appeared pixelated on the screen.
4. Confines /kən'faɪns/ (noun) - A limited or restricted space, often used in the context of boundaries or limitations.
Example: The confines of the garden's walls kept the animals from wandering.
5. Ordinary /'ɔːdəˌnəri/ (adjective) - Commonplace, usual, or not special in any way.
Example: The town's ordinary architecture didn't attract many tourists.
6. Villain /'vɪlən/ (noun) - A character in a story, movie, or play who is typically portrayed as evil or antagonistic.
Example: The villain in the film had a devious plan to take over the world.
7. Yearn /jɜːn/ (verb) - To have a strong desire or longing for something, often accompanied by sadness or nostalgia.
Example: She yearned for the days of her youth when life was simpler.
8. Bold /bəʊld/ (adjective) - Showing a willingness to take risks or be adventurous; confident and daring.
Example: His bold decision to start his own business paid off in the end.
9. Embark /ɪm'bɜːk/ (verb) - To start or undertake a journey, adventure, or activity, often with a sense of purpose.
Example: They were excited to embark on their cross-country road trip.
10. Quest /kwɛst/ (noun) - A long or challenging journey, often undertaken for a specific goal or purpose.
Example: The knight set out on a quest to rescue the princess from the dragon.
11. Unintentionally /ˌʌnɪn'tɛnʃənəli/ (adjective) - Happening without deliberate intent or planning; accidentally.
Example: She unintentionally left her keys at home and had to return to retrieve them.
12. Quirky /'kwɜːki/ (adjective) - Unusual or eccentric in a charming or amusing way; characterized by quirks.
Example: The quirky little bookstore had shelves arranged by the color of book covers.
13. Glitchy /'glɪtʃi/ (adjective) - Experiencing technical problems or malfunctions, often used in the context of technology.
Example: The glitchy software needed regular updates to function properly.
14. Unlikely /ʌn'laɪkli/ (adjective) - Not likely to happen or be true; improbable or doubtful.
Example: It's highly unlikely that we'll see a shooting star tonight due to the cloudy sky.



Wreck It Ralph

In the **bustling** world of arcade games, there **existed** a classic video game called Fix-It Felix Jr. Within the **pixelated confines** of this game, there lived a character named Wreck-It Ralph. Ralph was not your **ordinary** character; he was the bad guy—the **villain**. Every day, he would wreck an apartment building, and it was the player's job to control Felix, the hero, to repair the damage.

But Ralph was tired of being the bad guy all the time. He **yearned** for something more, something different. He wanted to be a hero, to be appreciated and loved by the other game characters, just like Felix. So, one day, Ralph made a **bold** decision. He would leave his own game and **embark** on an adventurous **quest** to become a hero in another game.

As Ralph journeyed from one arcade game to another, he **unintentionally** caused chaos everywhere he went. He tried being a hero in a sci-fi shooter game, but his huge fists were more suited for wrecking than saving. He explored a candy-themed racing game called Sugar Rush, where he met a **quirky** and **glitchy** character named Vanellope. Ralph and Vanellope formed an **unlikely** friendship, as they both had dreams that seemed out of reach.

Back in Fix-It Felix Jr., the **absence** of Ralph created **turmoil**. The other game characters realized that they needed him to keep their game running. Felix, determined to find his friend, set out on a journey across the arcade. Along the way, he faced numerous challenges and even sought the help of the tough-as-nails Sergeant Calhoun.

In the end, Ralph and Felix reunited and worked together to save the day. Ralph discovered that being a hero didn't require changing who he was; it meant doing the right thing, even if it seemed **daunting**. He returned to his own game, where the other characters finally accepted him for who he was, realizing that Ralph was an essential part of their world.

Comprehension Questions:

1. What is the name of the video game where Wreck-It Ralph is the bad guy?
2. Why did Ralph want to leave his game?
3. Where did Ralph go on his adventure?
4. Who did Ralph meet in the game Sugar Rush, and what was unique about her?
5. What challenges did Ralph face in other games when trying to be a hero?
6. Who went searching for Ralph when he left Fix-It Felix Jr.?
7. How did Ralph and Felix ultimately save the day?
8. What did Ralph learn about being a hero?
9. Where did Ralph decide to return to in the end?
10. How did the other game characters feel about Ralph by the conclusion of the story?

Discussion Questions:

1. Have you ever wanted to be someone else or do something different, similar to Ralph's desire to be a hero? What was it?
2. Ralph and Vanellope became friends despite their differences. Can you recall a time when you made friends with someone very different from you?
3. In the story, Ralph realized that being a hero meant doing the right thing, even if it's not easy. Can you think of a time when you did something heroic or kind?
4. What qualities do you think make a good friend? How did Ralph and Vanellope demonstrate those qualities in their friendship?
5. Why is it important for people to accept themselves for who they are, as Ralph learned to do?
6. If you could enter any video game, which one would you choose, and why?
7. How did Ralph and Felix show teamwork in the story? Why is teamwork important?
8. Do you think it's okay to make mistakes sometimes, like Ralph did when he left his game? Why or why not?
9. What was your favorite part of the story, and why did you like it?
10. If you could offer Ralph some advice, what would you tell him?