

Context Clues Challenge

English

Vocabulary in context



Inside this printable

- 8 focused activity pages
- Clear, age-aware instructions
- A final grown-up guidance page

Play. Learn. Grow.

A BrightPencil Kids printable for ages 9-11 focused on vocabulary in context. Use surrounding words to infer the meaning of unfamiliar vocabulary.

ACTIVITY 1

Context Clues Challenge

The trail was narrow, so only one person could walk along it at a time.
"narrow" means...

A. not wide

B. very loud

C. full of water

Circle your answer, then explain why you chose it.

ACTIVITY 2

Context Clues Challenge

Mia was delighted when she saw the surprise. "delighted" means...

A. very pleased

B. angry

C. sleepy

Circle your answer, then explain why you chose it.

ACTIVITY 3

Context Clues Challenge

The glass was fragile, so we carried it carefully. "fragile" means...

A. easy to break

B. very heavy

C. brightly coloured

Circle your answer, then explain why you chose it.

ACTIVITY 4

Context Clues Challenge

The room was silent; nobody spoke. "silent" means...

A. quiet

B. crowded

C. warm

Circle your answer, then explain why you chose it.

ACTIVITY 5

Context Clues Challenge

The puppy was timid and stayed behind the chair. "timid" means...

A. shy or nervous

B. very hungry

C. fast

Circle your answer, then explain why you chose it.

ACTIVITY 6

Context Clues Challenge

The trail was narrow, so only one person could walk along it at a time.
"narrow" means...

A. not wide

B. very loud

C. full of water

Circle your answer, then explain why you chose it.

ACTIVITY 7

Context Clues Challenge

Mia was delighted when she saw the surprise. "delighted" means...

A. very pleased

B. angry

C. sleepy

Circle your answer, then explain why you chose it.

ACTIVITY 8

Context Clues Challenge

The glass was fragile, so we carried it carefully. "fragile" means...

A. easy to break

B. very heavy

C. brightly coloured

Circle your answer, then explain why you chose it.

Keep practice short and positive

- 1 Read the instruction together once.
- 2 Let the learner try before stepping in.
- 3 Ask: How did you work that out?
- 4 Correct one small thing at a time.
- 5 Finish with one success the learner can name.

Answer guidance

Open drawing and writing tasks can have more than one good answer. For number, language and knowledge questions, check the learner can explain the idea rather than only guess. Online Practice gives immediate gentle feedback for the matching digital activity.

BrightPencil rule: progress matters more than perfection.