Name

Of Mice and Men: Vocabulary Chapter 5-6

1	bewilder (v.)	A a box or trough in a stable or barn from which horses or cattle eat
2	craftily (adv.)	B a cotton cloth, usually woven in stripes or checks.
3	darkly (adv.)	C a small wheel with a grove or rim in which a rope or chain runs.
4	drawn (v.)	D a strong, sudden rush of air
5	dugs (n.)	E a type of pool game.
6	emphasis (n.)	F also known as a belaying pin, it is a removable wooden or metal
7	fainter (adj.)	pin inserted in the rail of ships around which ropes can be fastened
8	gingham (n.)	G deeply; richly; secretly
9	gust (n.)	H flat, with no expression
10	haunches (n.)	I force; expression; stress
11	hovered (v.)	J having finger-like claws
12	jack-pin (n.)	K in a sly, cunning manner
13	manger (n.)	L lingered; stayed suspended
14	monotonous (adj.)	M nipples; teets
15	pulley (n.)	N sadly; in a depressing and gloomy way
16	quivering (v.)	O the hip, buttock, and upper thigh in humans and animals
17	snivel (v.)	P tiny, slight strands or pieces
18	snooker (n.)	Q to confuse or puzzle completely; perplex
19	sullenly (adv.)	R To draw someone out is to get that person to talk. Curley's wife
20	taloned (adj.)	cannot get Lennie to talk to her.
21	wisps (n.)	S to shake with a slight, rapid, tremulous movement
22	writhed (v.)	T to weep or cry with sniffling
		U twisted
		V weaker; dimmer; unclear