

Reading Comprehension S1 G11

Vocabulary

- To better understand the words, translate them into Arabic using AI(?).

1. **Crumple** : to crush or wrinkle; fold, crush.
2. **Banished** : expelled or driven/sent away; displaced, expelled.
3. **Dumbfounded** : shocked or astonished; astonished, surprised.
4. **Inexplicably** : in a way that cannot be explained; mysteriously, oddly.
5. **Interruption** : a break in continuity; disruption, pause.
6. **Nightmarish** : resembling a nightmare; terrifying, scary.
7. **Trance** : a state of deep relaxation or focus ⇒ closer to meditation; stupor, dreamlike state.
8. **Clenching** : gripping tightly; grasping, holding.
9. **Retrieve** : to get back or recover; recover, reclaim.
10. **Divulge** : to reveal or disclose information; disclose, tell.
11. **Palpable** : able to be touched or felt; tangible, clear.
12. **Queasy** : feeling nauseous or uneasy; nauseous, sick.
13. **Indecipherable** : impossible to read or understand; unreadable, unclear.
14. **Suspicion**(sus) : a feeling of doubt or mistrust; doubt, guess.
15. **Fidget** : to move restlessly or nervously; wiggle, move.
16. **Grime** : dirt or filth; dirt, mess.
17. **Protrude** : to stick out or extend; stick out, poke.

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Chapters 6–10 Summary

- It was made with the combination of using sparknotes.com and a(n) LLM

Chapter 6 : Newt wakes Thomas up before dawn and leads him to one of the walls, where Thomas sees small, pulsing red lights. Newt pulls some ivy away to reveal a window, through which Thomas sees that the red lights are coming from a creature that is a “horrific mix of animal and machine.” The creature, which has long metal arms that end in saws and other terrible implements, lurches at the window as if it means to attack. Newt explains to Thomas that this is a “Griever,” and that Grievers come out at night and patrol the Maze, stinging anyone unlucky enough to be caught there. He also tells Thomas the Gladers are trying to solve the Maze and find a way out. Later, at breakfast, an unfriendly Alby arrives to take Thomas on his tour.

Chapter 7 : Alby, who has been in the Glade the longest, shows Thomas the four areas of the Glade: the Gardens, where they grow food; the Blood House, where they raise and slaughter animals; the Homestead, where they live; and the Deadheads forest, which contains their graveyard. Throughout the tour, Thomas experiences moments of recognition and familiarity. Alby takes him to the Deadheads and shows him the South Door. Alby tells Thomas that the walls inside the Maze shift every night, which is why the Gladers haven’t been able to identify a way out (though many boys have died trying). The concrete room where the Runners met the night before is where they work on the Maps. Alby says that the beetle blades are how the Creators watch the boys but doesn’t explain who or what the Creators are. He warns Thomas that only the Maze Runners are allowed to enter the Maze; the penalty for anyone else who enters is death.

The tour is interrupted by a loud alarm. Alby is confused and they leave the woods. Newt joins them and explains that the alarm means another Newbie is being sent up in the Box. It is the first time two kids have arrived in the same month.

Chapter 8 : When the Box finally reaches the surface, there appears to be a dead girl inside. Alby and Newt bring her up and confront Thomas, asking if he knows her, but Thomas denies it. The girl’s arrival is a strange and unexpected break in pattern; before this point, one boy has arrived every month on the same day, and supplies have come up once a week. Suddenly, the girl sits up and opens her eyes. She mumbles, then says clearly, “Everything is going to change.” Then she falls down, her fist pointing to the sky. She is holding a piece of paper that reads: “She’s the last one. Ever.”

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Chapter 9 : Alby has the girl checked out by Med-jacks, boys who act as doctors, who determine she is in a coma. The Med-jacks take the girl to the Homestead. At this point, Thomas thinks she might be familiar and knows his fate is somehow tied to the girl's arrival. Alby calls a Gathering, which is a meeting of the Keepers, the leaders of each profession or group. Chuck and Thomas go to the kitchen for sandwiches. Thomas theorizes the boys may be criminals, sentenced to the Glade for crimes they don't remember. After lunch, Thomas goes for a walk alone. Near the forest, he sees another beetle blade and notices the word WICKED on its back. He follows it into the Deadheads.

Chapter 10 : Thomas goes deep into the woods and discovers the graveyard with makeshift markers. One marker is positioned next to a plastic-covered grave, through which Thomas sees half of a rotting body. He draws closer, remembering that Chuck told him about a boy, George, who tried to descend into the Box elevator shaft on a rope of ivy and was cut in half by a sharp blade. Next to the grave is a sign reading: "You can't escape through the Box Hole." Just then, a Glader breaks through the woods and attacks Thomas, biting him on the shoulder. The two struggle, and when Thomas throws off his attacker, he realizes it is Ben, the boy from the Homestead who was stung by a Griever.

Overall :

In chapters 6-10 of "The Maze Runner," Thomas begins to acclimate to life in the Glade, where he learns about the Runners who explore the Maze and the dangers posed by the Grievers, terrifying creatures that emerge at night. His desire to become a Runner intensifies as he feels a strange connection to the Maze. During a tour of the Glade with Alby and Newt, he gains insight into the social structure and roles of the Gladers. The routine is disrupted when a girl arrives in the Box, unconscious and holding a note that states, "She's the last one. Ever," which sends shockwaves through the group. As tension rises, Thomas feels a strong urge to protect her, setting the stage for the challenges they will face together.