

# English Reading Final Summary

## Vocabulary

1. **Creased** : Folded or wrinkled, often from pressure or bending; wrinkled, folded
2. **Muttered** : Spoke in a low, unclear voice, often in complaint; mumbled, whispered
3. **Spontaneously** : Done without planning or external cause; suddenly, naturally
4. **Forbidden** : Not allowed by law or authority; banned, not allowed
5. **Somber** : Dark or dull in tone; gloomy in mood; dark, sad
6. **Resurrected** : Brought back to life or use again; brought back, returned
7. **Succinct** : Brief and clearly expressed with few words; short, clear
8. **Strangled** : Choked or prevented from breathing or continuing; choked, stopped
9. **Mammoth** : Extremely large or enormous in size or extent; huge, big
10. **Daze** : A confused state of mind or shock; confusion, blur
11. **Ingenious** : Clever, inventive, and resourceful in problem-solving; smart, creative
12. **Veteran** : Experienced through long service or practice; expert, experienced
13. **Tautly** : Stretched or held tightly without slack; tightly, firmly
14. **Escalate** : To increase in intensity, seriousness, or extent; grow, rise
15. **Surge** : A sudden strong increase or forward movement; rush, jump

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## Chapter Summaries

### **Recap** : \*Chapters 1-15

Thomas arrives in the mysterious Glade, surrounded by boys, high walls, and no memories. He questions everything, especially the Maze.

From chapters 10–15, tension builds as Thomas begins to defy Glade rules. After a dramatic rescue in the Maze, he gains respect but also suspicion. The sudden arrival of Teresa, the first girl ever in the Glade, sparks confusion and fear. Her message warns that everything is about to change. As the Gladers debate what to do, Thomas feels a growing connection to her and a strange sense of purpose. Secrets surface, and the Maze's deadly stakes become clearer than ever.

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### Chapter 16 :

Thomas works hard in the Gardens, which he prefers to the Blood House. Zart explains more of the roles within the Glade. As he works, Thomas thinks of the girl and their mysterious connection. Later, Thomas has a snack in the Glade with Chuck and Newt, and he notices that Newt looks worried. Newt tells Thomas and Chuck that the girl is speaking nonsense and isn't eating, but his real worry is that Minhó and Alby haven't returned from the Maze yet. It's clear Newt is terrified by the horror he experienced in the Maze as a Runner before he injured his ankle.

After dinner, everyone gathers at the West Door, waiting for Alby and Minhó to emerge. Newt and Chuck suspect they are dead, and Newt walks away. Just as the door starts to close, Thomas sees Minhó with Alby on his back moving down a long corridor toward the door. Alby slips to the floor and Minhó drags him toward the closing door. Thomas desperately wants to help. He sees they won't make it. With Newt screaming for him to stop, Thomas squeezes into the Maze just as the door locks into place.

### Chapter 17 :

In the Maze, Minhó tells Thomas that they're all as good as dead. He says that the Griever he and Alby went to see was only pretending to be dead, and it stung Alby with one of its many needles; unless Alby gets Grief Serum within a few hours, he'll die. Minhó says they should split up and keep running, and he sprints off into the Maze, leaving Alby and Thomas alone.

### Chapter 18 :

Thomas hears a horrible metallic grinding sound from inside the Maze, and hoping to evade the approaching Griever, he decides to pull Alby and himself up the wall. Wrapping them both in ivy vines, Thomas slowly moves Alby and himself upward, all the while hearing moaning, clanking, and whirring sounds as a Griever approaches. Thomas manages to secure himself and Alby high up on the wall, and they hang there, awaiting the Griever. Thomas sees the bright red light of a beetle blade spying on him, and again notices the word WICKED printed on its back. The beetle scampers off and Thomas looks down the corridor to see the Griever turn the corner and head toward them.

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## Chapter 19 :

The Griever has the grotesque appearance of a giant slug, but periodically metal spikes push through the skin and propel it forward. It also has random metal arms capped with destructive tools, and red lights that show it the way forward. The Griever moves slowly toward Thomas and Alby, then stops directly below them. Its lights shut off, and for a few minutes, Thomas is in complete darkness. Then the Griever wakes up and starts climbing the wall.

- In chapters 16–19, Thomas faces growing mistrust from the Gladers, especially after his daring act in the Maze. Despite being seen as a rule-breaker, some start to admire his bravery. He's placed in the Slammer but remains determined to prove himself. Meanwhile, Teresa remains unconscious, yet her presence continues to unsettle the group. Strange changes begin happening in the Glade—supplies stop arriving, and the sky loses its natural light—hinting that the creators are watching and that time is running out. The tension rises as the Maze's secrets begin to unravel, and Thomas prepares to take greater risks.