



# OLYMPIADS SCHOOL

## ENGLISH IB/TOPS/MACS

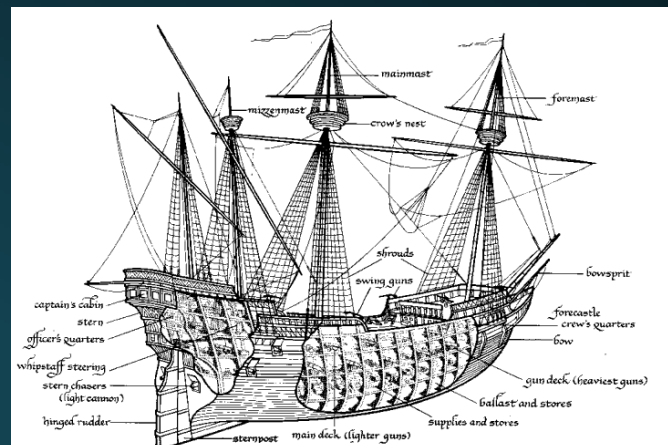
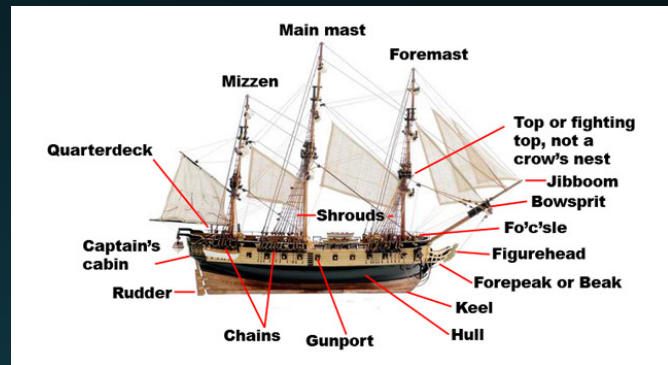
HANDOUT 1



**Galleons** were large ships used by Europeans from the sixteenth to eighteenth centuries. **Equipped** with three or four **masts** and two or more decks, these **gallant** ships helped countries like Spain and England establish their naval power.



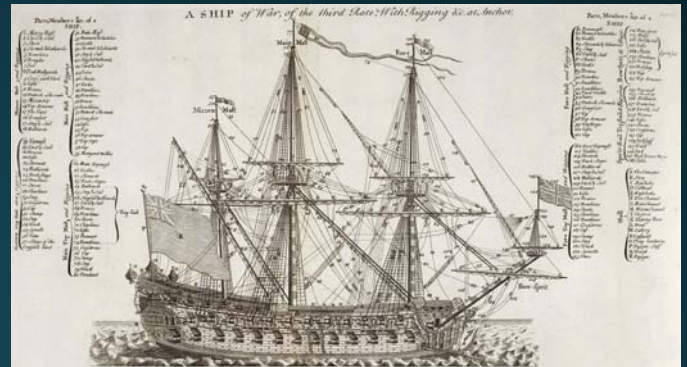
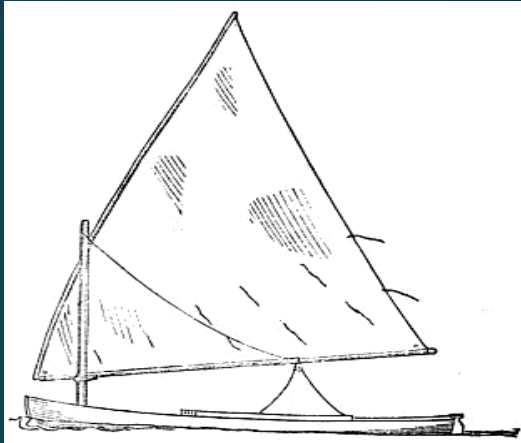
- Equip – to provide with whatever is needed for use; to fit out, as a ship or army. **They spent several thousand dollars to equip their boat.**
- Mast – a structure rising above the hull and upper portions of a ship to hold sails, spars, riggings, booms, signals, etc.
- Gallant – grand; stately; dignified: **a gallant ship.**



A galleon's sides were 3–4 feet (.9–1.2 m) thick, strong enough to hold the heavy **foremast** and **mainmast**, both equipped with huge square sails. The foremast was, as the word fore suggests, the one closest to the front, or bow, of the ship. One or two smaller masts were toward the ship's stern, or rear. They had **lateens**— three-cornered sails. Openings on the ship's sides held heavy cannons.



Lateens - a triangular sail on a long yard at an angle of  $45^\circ$  to the mast.

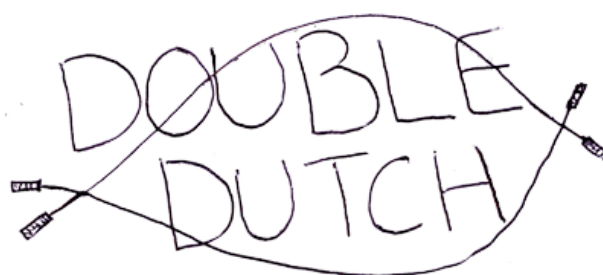


After the discovery of the Americas, the Spanish used **fleets** of galleons to ship home **chattel** from the Americas, like gold, silver, and precious gems. But many ships never made it back. Hard to **maneuver**, they often couldn't **evade** lighter pirate ships. And many galleons sank during violent hurricanes. Today, treasure-hunting divers still find the **wreckage** of the majestic ships and their **caches** of riches today.

- Fleet – a group of ships sailing together.
- Chattel – a personal possession.
- Maneuver – a movement requiring skill or care.
- Evade – escape or avoid, especially by cleverness or trickery.
- Wreckage – the remains of something that has been badly damaged or destroyed.
- Cache – a collection of items of the same type stored in a hidden place.



Ten years before Air Jordans, I learned to fly. It's like the way some kids stroll to a basketball hoop with a pumped-up ball and throw a few shots, hitting each one line effortlessly. Like a car **idling** before a **drag race**, there is an invitation, perhaps even a threat, in the way their sneakers soft-shoe the pavement and the ball rolls around in their hands.

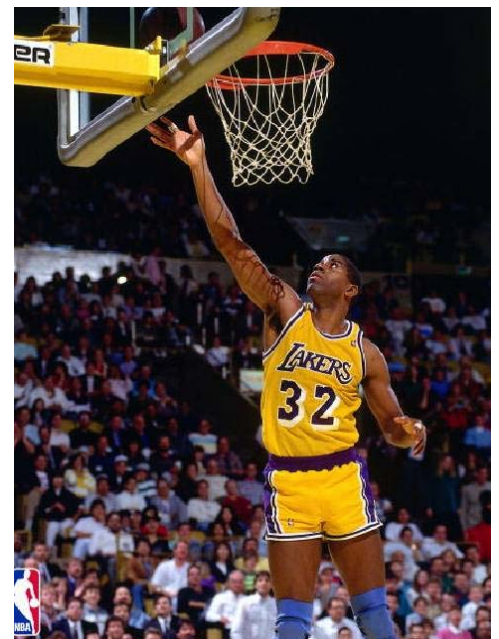




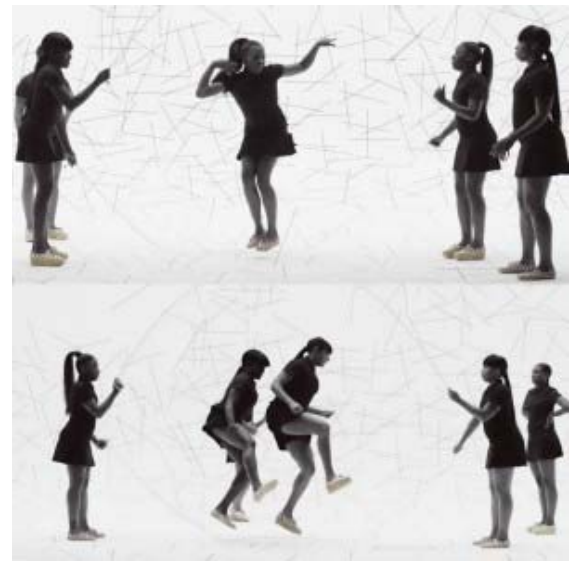
As double-dutch girls, we had our own prance. Three of us and a couple of ropes. It had to be at least three girls two to turn, one to jump. We knew the corners where you could start a good game. Like basketball players going for an easy layup, we started turning nice and slow. Before jumping in, we would rock back and forth to propel ourselves forward.



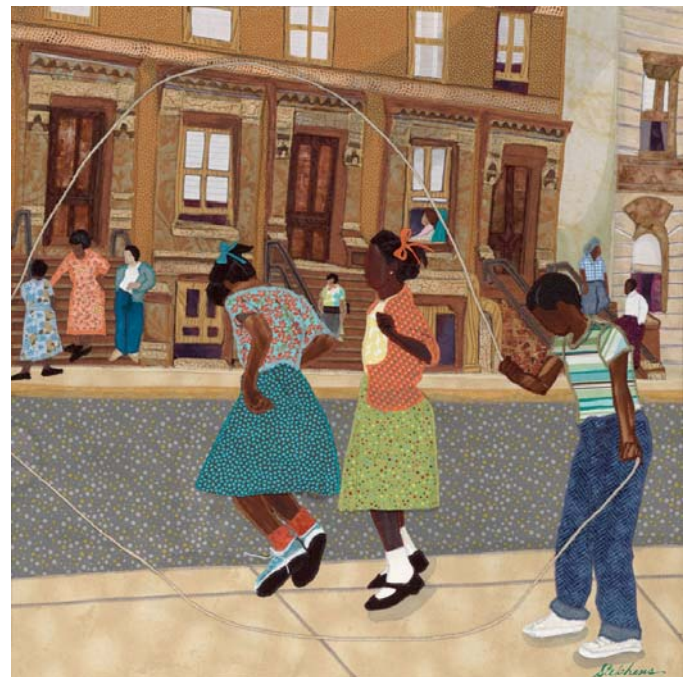
- Idle – not active.
- Drag racing – motor racing in which automobiles or motorcycles compete to be first to cross a set finish line.
- Double Dutch – a game in which two long jump ropes turning in opposite directions are jumped by one or more players simultaneously.
- Prance – (of a horse) move with high springy steps.
- Layup – In basketball, it is a two-point shot attempt by leaping from below, laying the ball up near the basket, and using one hand to bounce it off the backboard and into the basket.
- Propel – drive, push, or cause to move forward.



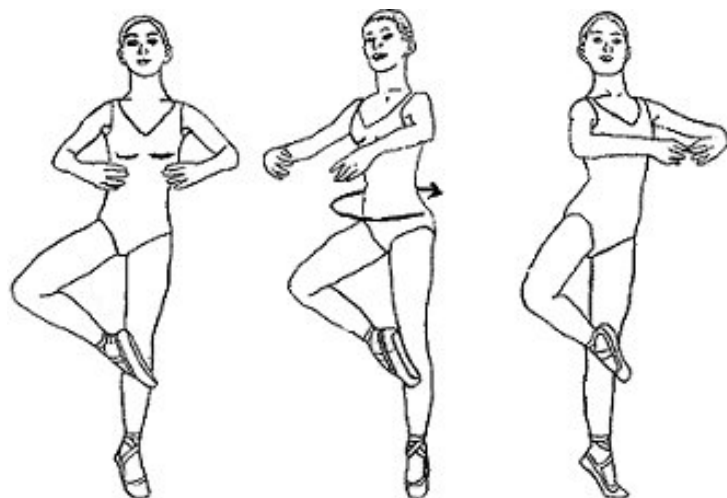
It wasn't a question of whether we'd make it in; we'd conquered that years before. The challenge was to prove how long we could jump. The tricks we would do – pop-ups, mambo, around the world – were just for show, just to work the other girls' nerves. The real **feat** was **longevity**. So when we picked the corner where we were going to double dutch, we came with ropes and patience.



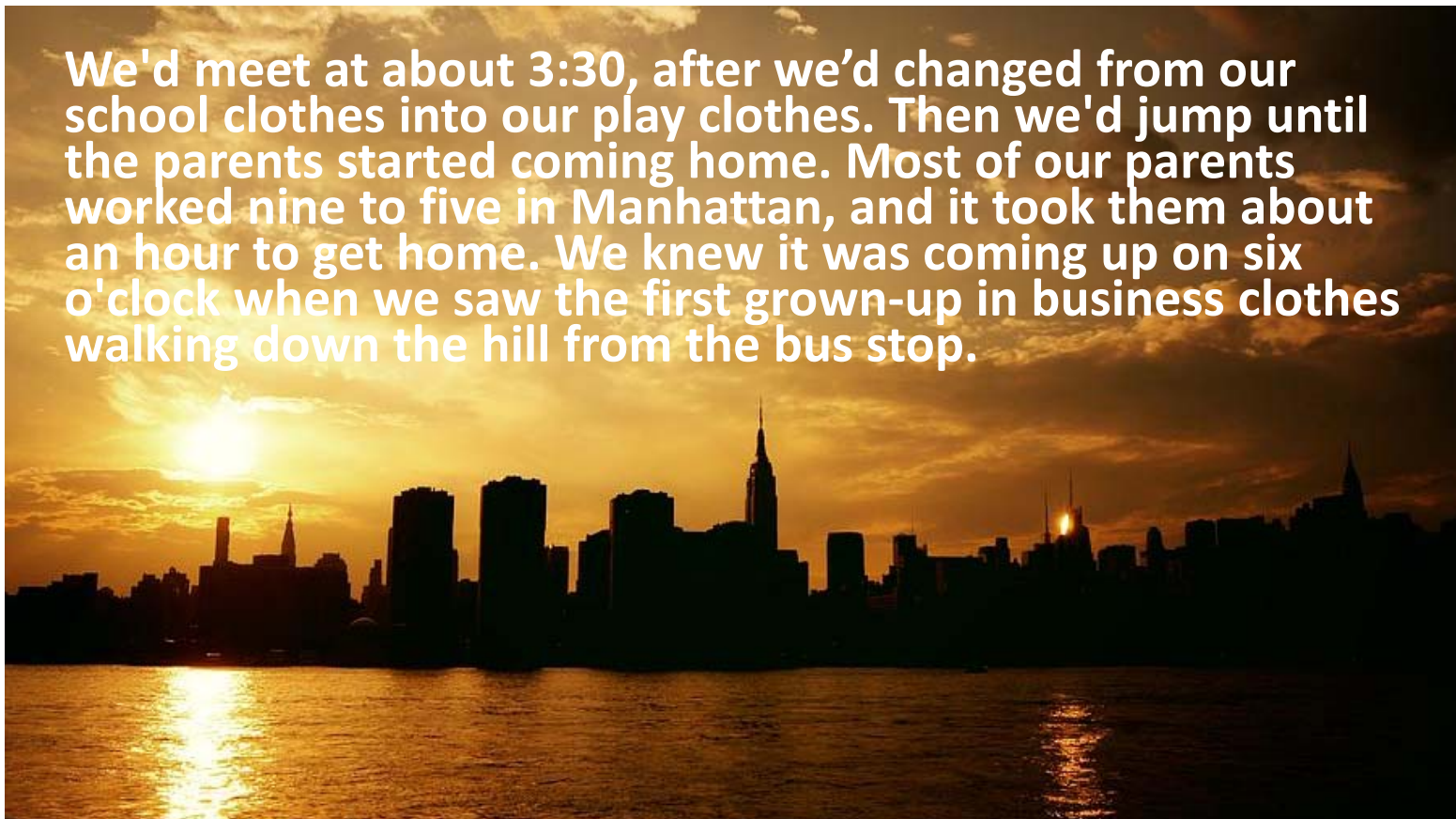
There is a space between the concrete and heaven where the air is sweeter and your heart beats faster. You drop down and then you jump up again and you do it over and over until the rope catches on your foot or your mother calls you home. Your legs feel powerful and heavy as they beat the ground. When you do around the world, it's like a ballet dancer's **pirouette**. In the rope, if you're good enough, you can do anything and be anything you want.



- **Feat** – an achievement that requires great courage, skill or strength.
- **Longevity** – long existence.
- **Pirouette** – an act of spinning on one foot, typically with the raised foot touching the knee of the supporting leg.

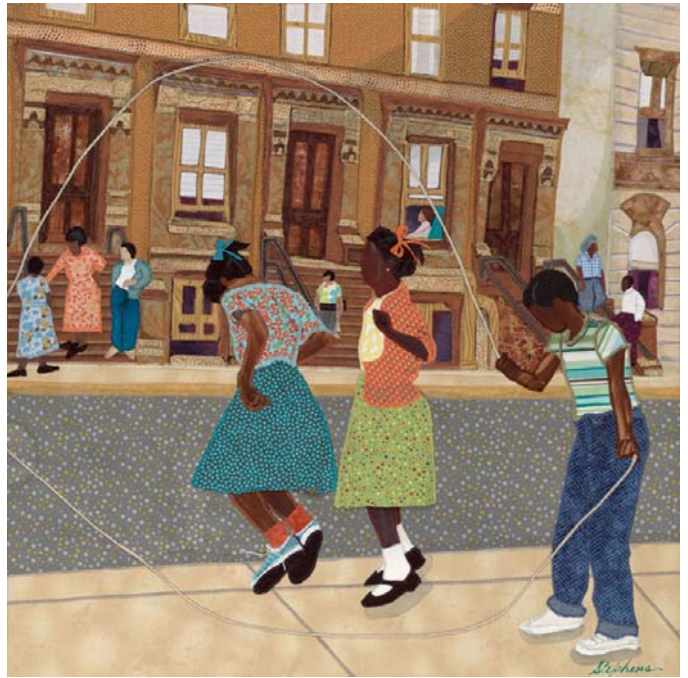


**We'd meet at about 3:30, after we'd changed from our school clothes into our play clothes. Then we'd jump until the parents started coming home. Most of our parents worked nine to five in Manhattan, and it took them about an hour to get home. We knew it was coming up on six o'clock when we saw the first grown-up in business clothes walking down the hill from the bus stop.**





Sometimes a grown-up woman, dressed in the stockings and sneakers that all our mothers wore for the long **commute** home, would jump in – handbag and all – just to show us what she could do. She usually couldn't jump for very long. These women had no intention of sweating anyway.



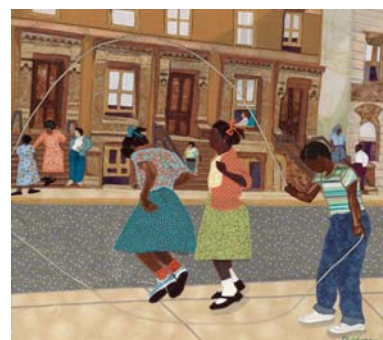
Around this time. I would start looking out for my mother. I'd try to make my turn last long enough so she could see me jump.

"Wait. Mom. Watch me jump!" I'd say.

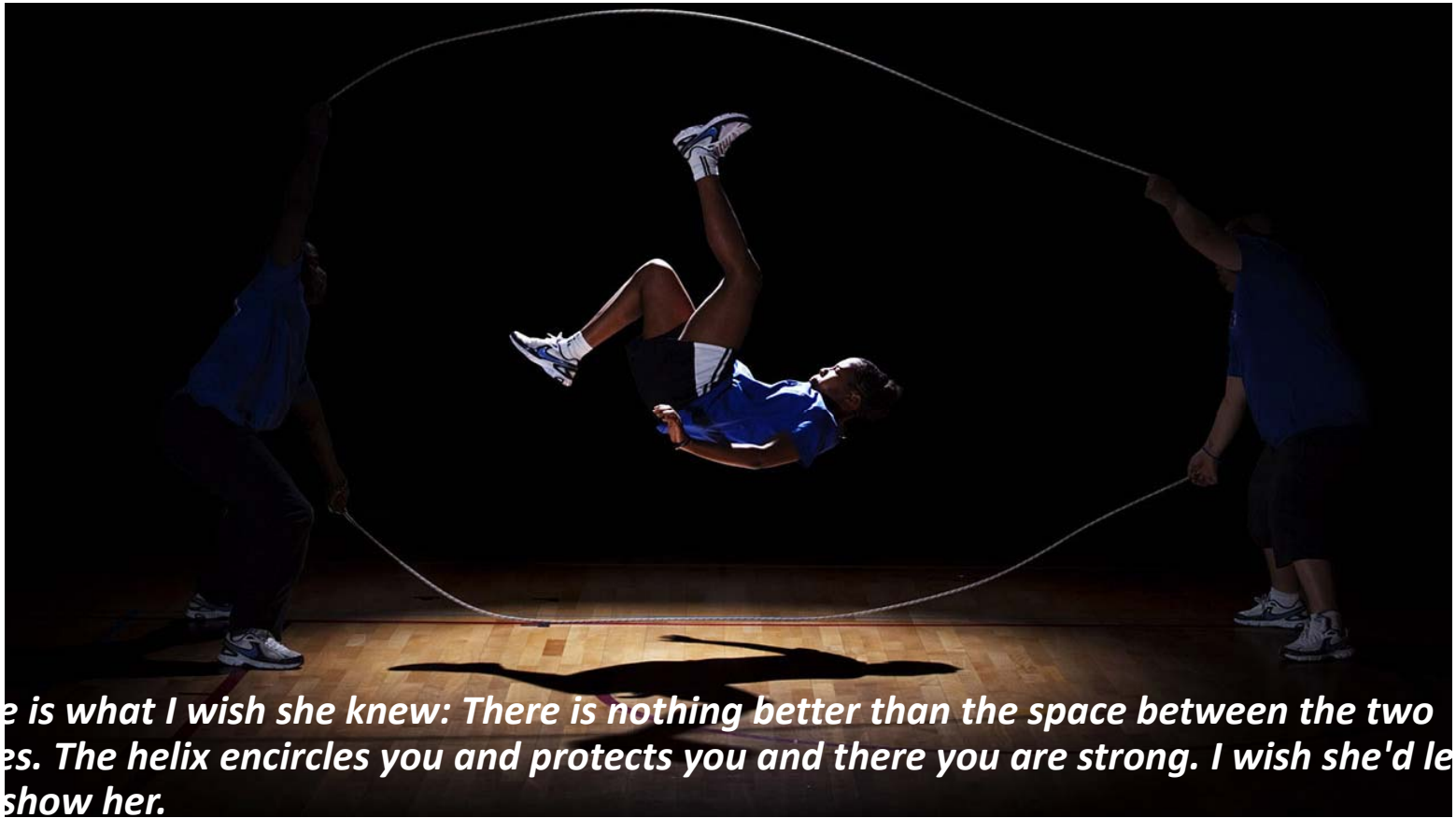
"I've got to start dinner," she'd say.

"And I've seen you jump before. Some other time," she'd say, closing the gate behind her.

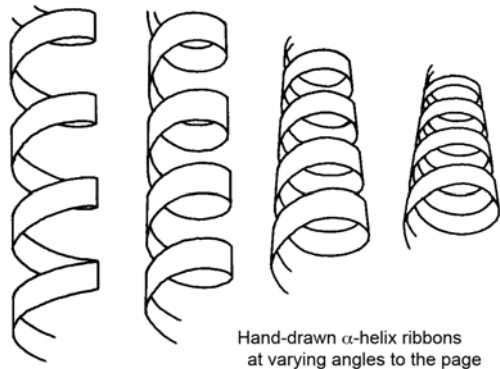
There's so much I can do. So much stuff she doesn't know. But it's always some other time with her.







- Commute – travel some distance between one’s home and place of work on a regular basis.



- Helix – an object having a three-dimensional shape like that of a wire wound uniformly in a single layer around a cylinder or cone.