

Avery's WordlyWise - Section 6 (page 1 of 2)

Gusts over a chasm, we rig the schedule.

Fill in each blank with the correct word. Use each word as many times as shown in the Word Bank. All sentences take place in the 'K-Pop Demon Hunters' world.

Word Bank (number of uses):

chasm (1)	gust (1)
continent (1)	ordeal (1)
credit (2)	plateau (1)
enable (1)	rig (3)
foul (3)	schedule (2)

- 1) Before dawn, the SeaWing crew _____ the battle-sails so they could chase the stormcaller across the bay.
- 2) Sneaking past Queen Scarlet's guards and tunnels in total darkness became a night-long _____ for the dragonets.
- 3) Give Starflight _____ for decoding the NightWing map that saved the patrol.
- 4) The flyers postponed training when _____ weather lashed the SkyWing cliffs.
- 5) From the sandstone _____ the dragonets could see every dune in the SandWing desert.
- 6) A fierce _____ slammed shut the cavern door just as Clay tried to push it open.
- 7) Hooking a rival's wing during the arena scrimmage is a _____, even in full-speed drills.
- 8) Tsunami stopped short at the edge of a shadowed _____ splitting the canyon path.

Avery's WordlyWise - Section 6 (page 2 of 2)

Gusts over a chasm, we rig the schedule.

- 9) The smiths rolled out a lifting _____ to hoist the shattered gate from its hinges.
- 10) Glory posted a patrol _____ so every RainWing knew their watch times.
- 11) Rumors spread that the prophecy might reach every _____ if the war did not end.
- 12) Sunny's plan would _____ the team to pass the guards without raising alarm.
- 13) Clay tried to _____ a sling from rope and driftwood to carry the injured scout.
- 14) The quartermaster let them take extra bandages on _____, to be repaid after the mission.
- 15) A _____ stench leaked from the scavenger pits, making even MudWings gag.
- 16) Check the river-barge _____ so the team does not miss the last ferry at dusk.

Avery's WordlyWise - Section 6 (Answer Key)

Gusts over a chasm, we rig the schedule.

Answers:

- 1) rigged
- 2) ordeal
- 3) credit
- 4) foul
- 5) plateau
- 6) gust
- 7) foul
- 8) chasm
- 9) rig
- 10) schedule
- 11) continent
- 12) enable
- 13) rig
- 14) credit
- 15) foul
- 16) schedule