COLLABORATION working together achieve product help	ENTREPRENEUR business risk start money person	ETHICAL moral good right bad wrong
FACILITATE help possible make easy provide	INITIATIVE plan decision start make solve	LUCRATIVE money make profitable help business
PRESERVATION keep same prevent damage conserve	PROSPERITY good money health successful wealth	PURSUE catch plan activity time achieve
REVITALIZE life again return better recover	DEMOGRAPHIC people population statistics number group	FUNDING money organization purpose event activity
INDIGENOUS people original place live move	LAUNCH send begin first ship start	LITERACY read write ability book study

MAXIMIZE	MINORITY	<u>NAIVE</u>
increase	less	believe
big	group	easy
large	small	gullible
minimize	people	young
up	small	experience
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ROLE MODEL	<u>SUSTAINABLE</u>	<u>ACKNOWLEDGE</u>
someone	able	tell
admire	continue	accept
behave	damage	true
become	environment	say
like	time	exist
<u>ADVERSE</u>	CONSUMPTION	<u>CONTRADICT</u>
problems	use	different
danger	eat	wrong
negative	drink	say
bad	amount	tell
cause	fuel	same
DEPRIVED	EXHIBIT	GENETICS
enough	show	science
food	objects	genes
money	reveal	parents
negative	feel	inherit
live	art	characteristic
REPETITIVE	<u>STIMULATE</u>	UNCOVER
same	interest	research
repeat	excite	find out
again	feel	secret
boring	energy	hidden
many	develop	remove
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<u>AILMENT</u>	<u>ALIGNED</u>	<u>CHRONIC</u>
sick	keep	repeat
illness	same	problem
hospital	prevent	continue
bad	damage	long
feel	care	time
<u>DEFICIENCY</u>	<u>DISTURBANCE</u>	FILTER OUT
enough	interrupt	remove
bad	annoy	liquid
mistake	loud	gas
situation	prevent	substance
fault	stop	water
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<u>IMPEDIMENT</u>	INTERFERE WITH	<u>MITIGATE</u>
obstacle	prevent	reduce
difficult	work	harmful
impossible	stop	effects
prevent	effectively	less
problem	success	bad
<u>SUPPRESS</u>		
slow		
stop		
prevent		
control		
information		