

The Most Dangerous Game

...

By: Richard Connell

**WRITE FIRST,
SPEAK SECOND!**
Please wait to share.

Pre-Reading Questions

...

Number your paper & respond in
complete sentences.

Pre-Reading

2. **What is the most daring thing you've ever done?** It can be something as extreme as bungee jumping or as simple as a rollercoaster ride...anything that makes you a little nervous...



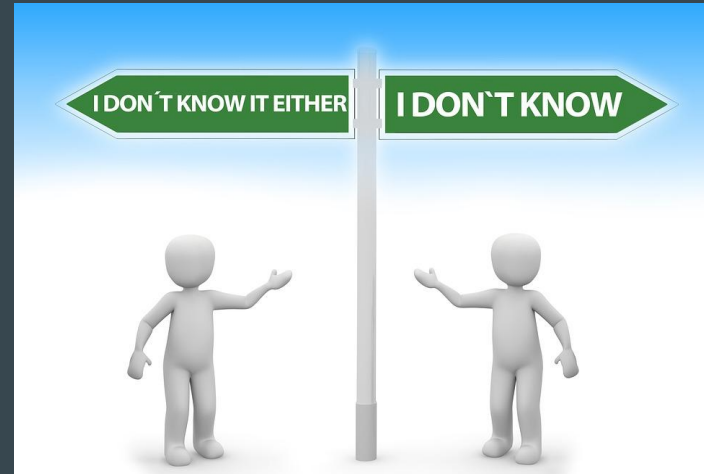
Pre-Reading

3. For what reasons do you think that people participate in dangerous activities?



Pre-Reading

4. How should someone decide when a sport/game/activity is too dangerous?



Pre-Reading

5. What are your general views on hunting?





Pre-Reading

6. Some people hunt just for sport. In other words, they don't hunt for food, but they hunt for fun and to practice their skills.

What is your opinion about this?



(Cecil the Lion)

Pre-Reading

7. Do you believe animals have feelings?



(Can Animals Think?)



**Infer the word's meaning
based on the image!**

Vocabulary

...

"The Most Dangerous Game"

Vocabulary for "The Most Dangerous Game"

receding *v.* used as *adj.*: becoming more distant.

disarming *adj.*: removing or lessening suspicions or fears.

prolonged *v.* used as *adj.*: extended.

imprudent *adj.*: unwise.

surmounted *v.*: overcame.


unruffled *adj.*: calm; not disturbed.

invariably *adv.*: always; without changing.

diverting *adj.*: entertaining.

impulse *n.*: sudden desire to do something.

protruding *v.* used as *adj.*: sticking out



(1893-1949)

The Author

...

Richard Connell

Richard Connell: author of "The Most Dangerous Game"

Began writing @ 10 years old

Covered local baseball games for the newspaper his father edited in Poughkeepsie, New York.



He went on to write hundreds of short stories, novels, and screenplays.

However, only one short story is widely read--Connell's 1924, "The Most Dangerous Game"

He later studied at Harvard University in Boston.



He wrote for both the college newspaper and *The Harvard Lampoon*, the school's famous humor magazine.





**DO NOT LOSE THESE
PAPERS. EVER!**

Literary Elements

...

"The Most Dangerous Game"

<https://padlet.com/hmack/>
MDGVocab



watch, Look, & Read to find meaning and definitions.



Read along

During Reading

...

"The Most Dangerous Game"



The world is made up of two classes
- the hunters and the huntees.

— *Richard Connell* —

AZ QUOTES



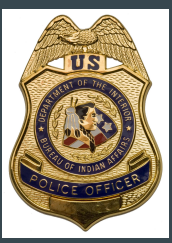
Directions: Choose ONE of the following projects to complete as your final assessment for *The Most Dangerous Game* unit.

**Assessment
Grade!**

After Reading

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"The Most Dangerous Game"
Culminating Project! 100 pts.



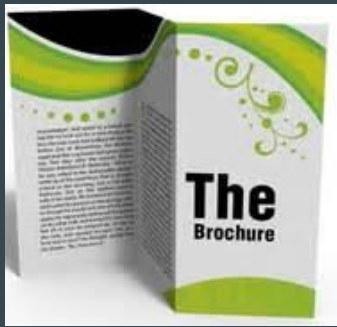
The Most Dangerous Game Performance Task

Option #1: ESSAY

Choose ONE of the following topics and write a 5 paragraph essay.



1. You are free-lance writer for the hunting magazine *Outdoor Life*. You are been asked to write an article about the extreme hunting experience which took place on Ship Trap Island. Within the article, make sure to include both Rainsford's and Zaroff's beliefs in regards to hunting, and explain in detail what makes them similar and different from one another as hunters.
2. You are a police officer compiling a background on Zaroff once the island has been discovered. This background will be used during the court case against him, assuming he survived. Compile a background of his life in Russia, why he left, and what he's been doing on the island since leaving. State what he would have been charged with, and why.
3. Assuming Zaroff has survived, he is claiming innocence by reason of insanity for the crimes he has committed. You are a psychologist who has been charged with diagnosing Zaroff to determine his mental status before going on trial for his crimes. Discuss his behaviors, and what disorders he may have, and what information can be found to back up this diagnosis.



The Most Dangerous Game Performance Task

Option #2: TOUR BROCHURE (Vacation Pamphlet)



You must create a visually pleasing and effective brochure/pamphlet that persuades tourists to travel to Ship Trap Island. Unbeknownst to the travelers, you are a travel agent being paid under the table by General Zaroff, who is intending to hunt the “guests.” Your task is to persuade people to come to the island, without scaring them away.

Your project must:

- be creative (include color, and at least four pictures)
- remain true to the story of *The Most Dangerous Game*
- Exhibit effort and understanding of the plot of the story, and include support from the text.

The Most Dangerous Game Performance Task

Option #3: MAP of SHIP TRAP ISLAND

You are a cartographer (map maker), and since the discovery of Ship Trap Island, National Geographic has asked you to create a map for their newest atlas. Since the island is so notorious, National Geographic as requested that some of the more infamous spots on the island be noted on the map. The map should be creative, neat and easy to read. It should include the following:

1. General Zaroff's "palatial chateau" (surrounded on three sides by a high cliff)
2. Death swamp (SE corner of the island) and quicksand
3. Malay Mancatcher
4. Burmese Tiger Pit
5. Ugandan Knife Trick/Trap
6. Jungle landscape and sea
7. Shore on which Rainsford first landed
8. The tree where Rainsford first hides from Zaroff.
9. Recreate one of the "paths" Rainsford took in his attempt to elude Zaroff
10. Put a compass on the map.
11. Include a key that shows what your symbols represent

