

THE MOST DANGEROUS GAME



by Richard Connell

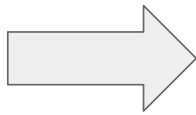
ANTICIPATION GUIDE

Write whether you “Agree” or “Disagree” with the following statements:

1. ___ Hunting is a sport.
2. ___ Animals have no feelings.
3. ___ Hunting is evil.
4. ___ Hunting is unfair.
5. ___ Strength is more important than intelligence.
6. ___ Bringing a gun to a knife fight is fair.

WHAT IS SETTING?

- When and where the story takes place
- Can be real or imaginary
- Described by using **imagery**



imagery = words appealing to the five senses (sight, sound, touch, taste, feel).

THREE ELEMENTS OF SETTING:

- **Location**
The geographical location the story takes place.
- **Environment**
The type of surroundings in which the story takes place.
- **Time**
The time in history (or the future) in which the story takes place.

SETTING

- Sets the story's mood and atmosphere

A bright,
sunny day



A dark and stormy night

A castle on the
edge of a cliff



THINK-PAIR-SHARE

- Think of a place you have been.
- Describe the setting to your partner and see if he or she can guess where and when your setting is.



TYPES OF PLOTS

Plots can be told in:



Chronological order: Events take place one after another; real time.



Flashback: Character remembers events from a past experience.

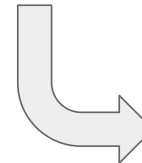
FLASHBACK

- Character remembers past experience.

- **What it Does:**

- Interrupts main action.
- Gives background info.

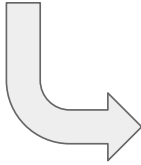
- **How to Recognize:**



- Clue words e.g. “Last summer...”
- Keep track of order of events.

FORESHADOWING

- Author uses events or clues to suggest what will happen later.
- **What it Does:**
 - Prepares readers
 - Creates suspense
- **How to Recognize:**



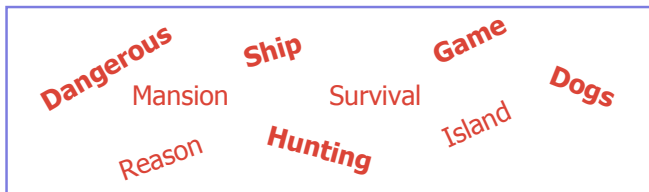
- Repeated ideas
- Notice when characters behave in unusual ways.

REVIEW

- What are the three elements of setting?
- The setting sets the _____ and _____.
- What is foreshadowing?

Below are some words associated with the story. Make a prediction about the story based on the words below.

Word Splash



- What do you think the word “Game” in the title means?
- What does the title suggest that the story will be about?

THINGS TO THINK ABOUT AS YOU READ

1. Identify the setting at the beginning of the work.
2. Rainsford has no sympathy for _____.
3. What happened to Rainsford when he reached for his pipe?
4. What’s the first thing Rainsford does when he reaches shore?
5. What does General Zaroff think “are the attributes of an ideal quarry”?
6. What is the conflict between Rainsford and Zaroff on page 63?

THINGS TO THINK ABOUT AS YOU READ:

- Zaroff's human quarry usually consist of _____.
- What are the directions (rules) for the game? (page 16)
- What type of "collection" does Zaroff want to show Rainsford? (pg. 16)
- What causes Rainsford to become the hunted?
- How is Zaroff wounded? (page 20)
- How does Rainsford trap one of Zaroff's hounds?
- How and where does the game end? What is meant by "I am still a beast at bay?" Who wins?

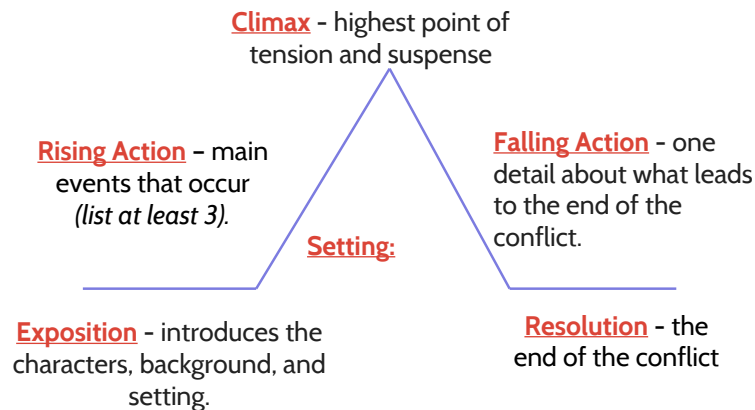
REVIEW FORESHADOWING

Match each event in the first column with the event in the second column that it foreshadows.

- | | |
|---|--|
| 1. Whitney tells Rainsford about the evil reputation of the island. | a. The most dangerous game that Zaroff hunts is human beings. |
| 2. The island is called Ship-Trap Island, and sailors fear it. | b. Zaroff hunts Rainsford. |
| 3. Zaroff tells Rainsford that he has found a new, more dangerous animal to hunt. | c. Rainsford falls overboard and swims to the island. |
| 4. Zaroff knows that Rainsford is a famous big game hunter. | d. Zaroff traps ships and captures sailors, who serve as his prey. |

FORMAT FOR A PLOT DIAGRAM

Create a plot diagram for "The Most Dangerous Game" by using this format:



SETTING:

- Location:** Ship Trap Island in the Caribbean
- Environment:** Hot, sweaty jungle
- Time:** 1920s (after Russian Revolution).

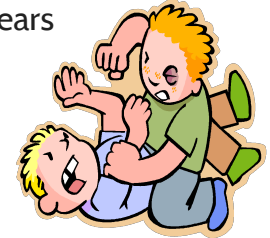


EXPOSITION (BASIC SITUATION):

- Whitney foreshadows danger on Ship-Trap Island.
- The famous hunter, Sanger Rainsford, falls overboard and swims to Ship-Trap Island.
- Rainsford discovers owner of the island, General Zaroff, hunts men for sport.
- Zaroff reveals he will hunt Rainsford.

UNDERSTANDING CONFLICT

- Plot is often created through conflict
- Conflict is what drives the plot of a story
- What are the two kinds of conflict?
 1. External= outside forces
 2. Internal= emotions & fears



CONFLICTS IN THE STORY

- man vs. nature: Rainsford vs. ocean
Rainsford vs. jungle
- man vs. man: General Zaroff vs. Rainsford

RISING ACTION (MAIN EVENTS):

1. Rainsford hides up a tree. Zaroff lets him escape.
2. Rainsford builds a Malay man-catcher which wounds Zaroff.
3. Rainsford builds a Burmese tiger pit. It kills one of Zaroff's dogs.
4. Rainsford builds a Ugandan knife trap. It kills Ivan.
5. Rainsford dives into the sea.
6. Zaroff goes home, believing he has won the game.

CLIMAX:

Question: What is the highest point of tension and suspense in the story?

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Answer: Rainsford confronts Zaroff in his bedroom.

FALLING ACTION:

- Rainsford and Zaroff fight.

RESOLUTION (DENOUEMENT):

Question: How does the story end?

Answer: Rainsford sleeps in Zaroff's bed. What does this mean?

PLOT AND SETTING

LITERARY TERMS - Study for Quiz!!

- Plot Structure
- Exposition
- Internal Conflict
- External Conflict
- Climax
- Resolution
- Setting
- Mood/Atmosphere
- Chronological order
- Foreshadowing
- Suspense

INDEPENDENT OR PAIR ACTIVITY

- Using what you know about plot and setting, create a plot map for Ship-Trap Island. You must label your map. You will be given a rubric. You must include all parts to get all possible points.

