

# Most dangerous game study guide



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Prereading Activity #2 (geared toward students who need motivation): 1. Write "The Most Dangerous Game" on the board. Put a square around it. 2. All around the square write the following words: hunting, reason, ship, survival, dangerous, mansion, dogs, island, game. 3. Tell students you're going to read "The Most Dangerous Game." The words around the box are associated with the story. 4. Instruct students to make a prediction using each word in a sentence. OR Prereading Surveys: Create a simple True/False survey before reading the story. 1. \_\_\_ Hunting is a sport. 2. \_\_\_ Animals have no feelings. 3. \_\_\_ Hunting is evil. 4. \_\_\_ Hunting is unfair. 5. \_\_\_ Animals have emotions. 6. \_\_\_ Strength is more important than intelligence. 7. \_\_\_ Bringing a gun to a knife fight is fair. The following is worth analyzing in "The Most Dangerous Game." 1. Irony: Examples include Rainsford turning from hunter to hunted back to hunter, Zaroff passing up several winning opportunities, and Rainsford's surprise at the end. 2. Pun: What is the Most Dangerous Game? Game in the title of the story refers to the animal/person being hunted; it also refers to the sport of hunting, specifically Zaroff's version of the sport. 3. Suspense: Connel uses dangerous action, pacing, and foreshadowing to create suspense. 4. Foreshadowing: Ship Trap Island and Whitney and Rainsford's conversation at the beginning of the story are two obvious examples of foreshadowing. 5. Hunting: Some students hunt; others oppose it. Sounds like a good time for a debate. 6. The 2nd amendment: Zaroff governs Ship Trap Island, owns several guns, and strips Rainsford's right to possess a gun. Zaroff's advantage is superior. 7. Conflict: "The Most Dangerous Game" contains a classic man v. man conflict. Character/Conflict Activity: Instruct students to fill out a chart on the two characters: 1. In the far left column, write "Rainsford" on the top row, "Zaroff" in the middle row,

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and " Me" in the bottom row. 2. In the top row, write " Intelligence" in the 2nd column, " Hunting Ability" in the third column, " Strengths" in the fourth column, " Attitude Towards Animals" in the fifth column, and " Attitude Towards Humans" in the last column. 3. Instruct students to fill out the chart as they read. 4. Write an essay. The question is " Who is the better hunter and why?" The initial reaction is that Rainsford is. At the end, he sleeps in a comfortable bed while Zaroff gets eaten by dogs. A closer look at the evidence, however, indicates that Zaroff loses on purposes. Why would he lose on purpose? He's bored and depressed with the ease of hunting. There is plenty of evidence to support this claim. On the other side, though, is the assertion that Zaroff has a huge home island advantage, superior weapons, a giant assistant, and a pack of dogs and should win easily. Trail of Rainsford 1.)Students will form groups based on their choice of the roles they will research/portray (i. e. Prosecution, Defense, Jury (along with one person who will serve as Judge), Bailiff, Court Reporter, etc.) 2.)Prosecutors -- These students will write an opening statement, questions for the witnesses, and a closing statement. They will also determine who three of the witnesses will be. Defense -- same as prosecutors Jury -- These students, along with the Judge will develop a chart which will include various " proofs" of guilt and innocence. They will listen throughout the trial to determine whether the defendant (Mr. Sangor Rainsford) is guilty or innocent. Witnesses -- These students must have knowledge about the story and be able to make inferences. Court Reporters -- These students must have good penmanship and listening skills. They will take turns being responsible for writing what is happening in the court room. Bailiffs - These students will be responsible for organizing the courtroom. They will " swear" in the witnesses. 3.)Show Time!

(Your School) vs. Sanger Rainsford Students will carry out the court case and a verdict will be determined at the end. 4.)As a follow-up activity, have students critique the other groups in a written analysis paper or in class discussion. If a camcorder is available, it is helpful to have taped the trial so that it can be shown on the VCR. Topics for further study How does the author make the reader sympathize with Rainsford? How could Connell have written the story to have readers identify instead with General Zaroff? After the hunt, do you think Rainsford will become more like General Zaroff? Why or why not? When General Zaroff explains his love of hunting to Rainsford, he makes several racist statements. Do you think he does so because of the era in which he lives? Do you think Zaroff's racism reflects the author's own beliefs? Activity 2: Investigation In Connell's story, one human being hunts down another just for thrills. This may have left you wondering whether it is ethical to hunt and kill any living creature just for sport. How do people justify it? One way to find out is to investigate the issues surrounding sport hunting. Follow these steps to gather information about sport hunting. ? Use the Internet and other sources to carry out your investigation. ? Identify the issues surrounding the sport. ? Take a position on an issue relating to sport hunting. ? Write an essay explaining and supporting your position. Cite facts and experts' statements to support your argument. The Most Dangerous Game Plot Review On a sheet of paper, recreate the chart below. Using the statements in your envelope, fill in the chart IN THE ORDER IN WHICH THINGS HAPPENED. For the " Basic Situation" category, the order doesn't matter. The Plot – Basic Situation 1. 2. 3. The sea is the Caribbean Sea. 4. 5. Complications 1. Rainsford loses his balance and falls into the sea. 2. 3. 4. 5. 6. 7. 8. Rainsford builds a Malay man-catcher. 9. 10. 11. 12. 13. 14. Climax 1.

Rainsford confronts Zaroff in his bedroom. Resolution 1. Rainsford has never slept in a more comfortable bed. List of events: Zaroff tells Rainsford he hunts the most dangerous prey: man. Rainsford leaps off of a cliff into the sea. The sea is the Caribbean Sea. Rainsford loses his balance and falls into the sea. Zaroff uses the dogs to hunt Rainsford. Zaroff stands below Rainsford (who's up a tree), smiles, and moves on. Rainsford kills Ivan. Zaroff thinks that Rainsford's dead. Rainsford has never slept in a more comfortable bed Zaroff asks Rainsford to join him in hunting his prey. Rainsford is on a yacht bound for the Amazon. Zaroff tells Rainsford that he is bored with hunting most animals. Rainsford refuses to join Zaroff in hunting. Rainsford talks with Whitney about " ship-trap" island. Rainsford builds a Malay man-catcher. Zaroff loses one of his best dogs. Rainsford builds a Burmese Tiger Pit. Zaroff shows Rainsford how he traps ships with lights that indicate a channel. We find out Rainsford is a big game hunter. Whitney muses on his thought of the " game. " Rainsford confronts Zaroff in his bedroom. [pic] —

KEY— The Most Dangerous Game Plot Review On a sheet of paper, recreate the chart below. Using the statements in your envelope, fill in the chart IN THE ORDER IN WHICH THINGS HAPPENED. For the " Basic Situation" category, the order doesn't matter. The Plot — Basic Situation 1. Rainsford is on a yacht bound for the Amazon. (page 2) 2. Rainsford talks with Whitney about " ship-trap" island. (page 1) 3. The sea is the Caribbean Sea. (page 1) 4. We find out Rainsford is a big game hunter. (page 2) 5. Whitney muses on his thought of the " game. " (page 2) Complications 1. Rainsford loses his balance and falls into the sea. (page 5) 2. Zaroff tells Rainsford that he is bored with hunting most animals. (page 14 and 16) 3. Zaroff tells Rainsford he hunts the most dangerous prey: man. (page 20) 4. Zaroff shows Rainsford

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how he traps ships with lights that indicate a channel. (page 21) 5. Zaroff asks Rainsford to join him in hunting his prey. 6. Rainsford refuses to join Zaroff in hunting. 7. Zaroff stands below Rainsford (who's up a tree), smiles, and moves on. (page 31) 8. Rainsford builds a Malay man-catcher. (page 33) 9. Rainsford builds a Burmese Tiger Pit. (page 34) 10. Zaroff loses one of his best dogs. (page 35) 11. Zaroff uses the dogs to hunt Rainsford. (page 36) 12. Rainsford kills Ivan. (page 37) 13. Rainsford leaps off of a cliff into the sea. (page 37) 14. Zaroff thinks that Rainsford's dead. (page 38) Climax 1. Rainsford confronts Zaroff in his bedroom. (page 38-39) Resolution 1. Rainsford has never slept in a more comfortable bed. (page 39) Drawing a Map of Ship Trap Island Your map must include: Four island traps (on the map and the legend) \_\_\_\_\_ Zaroff's trap A legend Neat, presentable and colorful A trail representing Rainsford's journey throughout the story (his 10 stops must be labeled on the map and clearly defined in the legend). 4) (Optional) Students are usually fascinated with the scene that was only implied in the story (the duel between Rainsford and Zaroff in the General's bedroom at the end). Have students creatively write out the missing scene, including description and dialogue that suits the foes.