The Most Dangerous Game

By Richard Connell
Richard Connell was born on October 17, 1893 in Poughkeepsie, NY. His father worked as an editor and reporter for the local paper before beginning his political career. His father’s connections at the paper later proved useful for Connell, as by the age of 18 he secured a job as an editor.
More about Mr. Connell

- Attended Georgetown and, after the death of his father, Harvard.
- He served in World War I, and during his service he wrote and edited the camp newspaper.
- Upon his return from the war, he married in 1919.
- Connell’s stories were published in both the Saturday Evening Post and Collier’s Weekly.
- He died in Beverly Hills, CA at the age of 56.
His work

“The Most Dangerous Game”
What do you think the word “Game” in the title means?

What does the title suggest that the story will be about?
We meet a young author and hunter, Rainsford.

He gets trapped on a mysterious island called “Ship-Trap Island”.

We meet the owner of the island, General Zaroff and we learn that he uses the island to hunt the most dangerous game...
You can read a short story in one setting.

A short story is less than 40 pages.

Short stories are written in prose.

Everything but poetry is written in prose.
What is Setting?

- Where and when the story takes place
- Can be real or imaginary
- Described by using imagery
  - Language that appeals to the five senses
    - Sight
    - Hearing
    - Touch
    - Smell
    - Taste
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.

**PLEASE NOTE:** Many of these elements intertwine in writing and aren’t “distinct.”
Setting

- Sets the story’s mood and atmosphere

A dark and stormy night

A bright, sunny day

A castle on the edge of a cliff
Setting and Characters

- The setting helps the reader better understand the characters.
- Characters interact with the setting to show and tell the story.
- Setting helps the reader share what the characters see, hear, smell, and touch.
Setting and Plot

- The setting supports the plot and should make sense.
- Plot is the organized pattern or sequence of events that make up a story.
- Each event causes or leads to the next.
- Some events foreshadow other events.
Types of Linear Plots

Plots can be told in:

- **Chronological order**: Most stories are told in chronological order, the order in which events happen in real time.

- **Flashback**: When the story begins with a character speaking as he or she remembers events from a past experience.

- **In media res**: (in the middle of things) when the story starts in the middle of the action without exposition.
Five stages of Plot

- **Exposition** - introduces the story’s characters, setting, and conflict.
- **Rising Action** - occurs as complications, twists, or intensifications of the conflict occur.
- **Climax** - is the emotional high point of the story.
- **Falling Action** - is the logical result of the climax.
- **Resolution** - presents the final outcome of the story.
Five stages of Plot

Draw and label a plot diagram showing its five stages
Exposition

- Provides background information that is typically located at the beginning of the story
- Includes descriptions
  - Setting
  - Time Period
  - Location
Rising action

- The inciting events that lead up the climax
- These events build from the conflict and ends at the climax
- Complications are the bulk of the story
Climax

- Highest point of interest or tension in a story
- Typically resolves the problem or conflict
Falling Action

- Events that wrap up the story or wind down to a resolution, or possibly a cliffhanger
Resolution

- Wraps up and concludes a story
- Feels like “the end”
- OR it can be a Cliffhanger
  - Little or no falling action
  - Reader is left with unanswered questions
  - The story doesn’t quiet feel finished
Characters

- **Sanger Rainsford:** famous author, writes about hunting
- **General Zaroff:** very sophisticated, lives on the island, hunter
- **Ivan:** the General’s right-hand man
Understanding Conflict

- The problem that moves the plot/story forward
- There is NO story without conflict
- The **protagonist** works to solve the problem
  – Main conflict is always protagonist vs. **antagonist**
- Conflict cause the climax
Theme

- The main message or life lesson the author is telling readers about human kind, people, or society
- The theme is not just one word- it’s a sentence
Point of View

- The perspective from which the story is told
  - A perspective tells the story

- First Person
  - Narrator is a character in the story

- Third Person
  - Narrator is an outside observer
bizarre (adj.)

- Odd in appearance
bland(ly) (adv.)

- Pleasant in a mild and soothing manner; not irritating or stimulating; dull
brier (n.)

- A tomato pipe made from a prickly plant
chateau (n.)

- A mansion
civilized (adj.)

- Educated in matters of culture and refinement
cosmopolite (n.)

- A person who is so sophisticated as to be at home in all parts of the world
cosmopolitan (adj.)

- Pertinent or common to the whole world
dank (adj.)

- Disagreeably damp or humid
debacle (n.)

- A sudden collapse, downfall or defeat
droll (adj.)

- Amusingly odd or whimsically comical
futile (adj.)

- Having no useful result; hopeless
game (n.)

a. A competitive activity providing entertainment or amusement; a pastime

b. Wild animals, birds, or fish hunted for food or sport
gargoyle (n.)

- A strange and distorted animal form projecting from a building
grotesque (adj.)

- Distortion of appearance; having a strange, bizarre design
imprudent (adj.)

- Unwise or indiscreet
Indolent(ly) (adj/adv.)

- Habitually lazy; inactive; lethargic
lacerated (v.)

- Ripped, cut, or torn, mangled
leech (n.)

- A bloodsucking worm
mirage (n.)

- An optical illusion resulting from distortion of light
naïve (adj.)

- Lacking worldliness and sophistication; artless
In a state of being impenetrable by light; neither transparent, nor translucent
palpable (adj.)

- Capable of being handled, touched or felt
Providence (n.)

- The care, guardianship, and control exercised by a deity (God)
quarry (n.)

- A hunted animal; prey
scruples (n.)

- Uneasy feelings arising from conscience or principle that tends to hinder action; misgivings about something one feels is wrong
sensuous (adj.)

- Appealing to or gratifying to the senses; highly appreciative of the pleasures of sensation
Exit Slip-

- Without looking at your notes, list the five stages of a plot and give a brief description of each

- Stick it on the wall
DAY TWO
Fear-How does fear impact our decision making? What fear have you had to overcome in order to complete a task?
Review

- What are the three elements of setting?
- Everything but ________ is written in prose.
- The setting supports the ________.
- Label this plot diagram
Value of Life - When is it okay to take life away? Describe a situation when this would be considered okay.
Review (Day 5)
### Review Foreshadowing

**Class Activity:** Match each event in the first column with the event in the second column that it foreshadows.

<table>
<thead>
<tr>
<th>1. Whitney tells Rainsford about the evil reputation of the island.</th>
<th>a. The most dangerous game that Zaroff hunts is human beings.</th>
</tr>
</thead>
<tbody>
<tr>
<td>2. The island is called Ship-Trap Island, and sailors fear it.</td>
<td>b. Zaroff hunts Rainsford.</td>
</tr>
<tr>
<td>3. Zaroff tells Rainsford that he has found a new, more dangerous animal to hunt.</td>
<td>c. Rainsford falls overboard and swims to the island.</td>
</tr>
<tr>
<td>4. Zaroff knows that Rainsford is a famous big game hunter.</td>
<td>d. Zaroff traps ships and captures sailors, who serve as his prey.</td>
</tr>
</tbody>
</table>
Finish Your Study Guide (10 min)

Open Note Quiz Tomorrow!!

- You will be able to use YOUR study guide tomorrow on the test so make sure it is completed.
Format for a Plot Diagram

Homework: (Create a plot diagram for “The Most Dangerous Game” by using this format)

LEFT SIDE

Exposition -- introduces the characters, background and setting

Examples of Conflicts

Man Vs. Nature
Man Vs. Man
Man Vs. Self

Climax -- point where the protagonist changes

Rising Action -- 3 details that summarize the story

Falling action -- one detail about what leads to the end of the conflict

Resolution -- the end of the conflict

Setting:
Protagonist:
Antagonist:

Theme:
Point of View:
Exit Slip-

Evaluate which is the dynamic, static, and subordinate character. Explain your answer on your post-it note and stick it on the wall.

Ivan
Zaroff
Rainsford
Exit Ticket

- Please describe the General using 3 words
- Please describe the setting using 3 words (Ship-Trap Island)
Review Homework: 
Basic Situation
(Exposition)

The famous hunter, Sanger Rainsford, falls overboard and swims to Ship Trap Island. Owner of the island, General Zaroff, hunts men for sport. He will hunt Rainsford.
Setting

Ship Trap Island

Caribbean

Jungle
Question: Who is causing the conflicts?
This person is our antagonist!

Answer: Zaroff

Question: Who is facing the conflicts?
This person is our protagonist!

Answer: 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.
Rising Action-Main Events

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?

Answer: Rainsford confronts Zaroff in his bedroom.
Falling Action

- Rainsford and Zaroff fight!
Question: How does the story end?

Answer: Rainsford sleeps in Zaroff’s bed. Rainsford has killed Zaroff.
You can not understand what it is like for others until you truly walk in their shoes.
Who is telling the story? Is it a character in the story? If not it is a third person narrator.

Can we get into the minds of all characters and know their thoughts? If so then it is an omniscient narrator. If not it is a limited narrator because we are limited to knowing one character’s thoughts.
Setting Activity:
(30 min)

- 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.
Study for Test!!

Study all vocabulary, literary terms, and notes