

“The Most Dangerous Game” by Richard Connell One Pager Project

A one pager is a collage of illustrations and written analyses on one page that make up an aesthetically pleasing and detailed interpretation of a subject or piece of literature.

Directions

Share your unique understanding of the text on one page by imaginatively blending your written ideas with colorful images from the story. You should spend at least thirty minutes reading and/or brainstorming ideas before you begin decorating your page. Use a standard size piece of blank paper (8.5 x 11) or you may use a template provided for you.

Below is a list of what should be included on your page:

- Include the title of the short story and the author’s name.
- Analyze 1 theme from the story.
- Provide a brief summary of the story in 1-3 sentences.
- Provide 1 example of how the author builds suspense.
- Choose 4 or more of the following literary elements to incorporate as it applies to the short story: conflict, setting, characterization, point of view, motif, symbolism, irony, allusion, imagery, foreshadowing, climax, or any example of figurative language.
- Include 4 or more illustrations that are directly related to the story.
- You must fill the entire page.
- Your page must be colored.

Grading Rubric

Overall Appearance	Your page is detailed and neat. Images are clear and text is easy to read. The overall appearance is creative and aesthetically pleasing.	10 Points
Information	Your summary, descriptions, and references are accurate and you include all the components required in the directions.	10 Points
Analysis	You show you understand the literature through your explanations and use of examples/quotations from the text. The literary elements included are insightful and depict essential ideas from the story.	10 Points
Writing Conventions	You use proper grammar, punctuation, spelling, and usage.	10 Points
Graphics	Your illustrations highlight important parts of the story. The graphic elements are neat, colored, and incorporated seamlessly into the work.	10 Points

PREVIEW

NOT FOR EDUCATIONAL USE



PREVIEW

NOT FOR EDUCATIONAL USE





PREVIEW
NOT FOR EDUCATIONAL USE

PREVIEW

NOT FOR EDUCATIONAL USE

PREVIEW

NOT FOR EDUCATIONAL USE

PREVIEW

NOT FOR EDUCATIONAL USE

PREVIEW

NOT FOR EDUCATIONAL USE

PREVIEW

NOT FOR EDUCATIONAL USE

PREVIEW

NOT FOR EDUCATIONAL USE

A man named Rainsford is stranded on an island. He thinks he is safe until he meets General Zaroff and he discovers that Zaroff lures people to his island with the purpose and intent of hunting and killing them.

THEME: Self-defense is humanity's justification for killing. The author builds SUSPENSE through dialogue. Zaroff hints at a "new" animal he hunts before revealing that he is talking about humans. "I had to invent a new animal to hunt."

SIMILE:
"An apprehensive night crawled slowly by like a wounded snake."

METAPHOR:

"The Cossack was the cat; he was the mouse."



SYMBOL: The jungle symbolizes Zaroff's twisted and chaotic psyche.

FORESHADOWING:

"Bah! They've no understanding." Rainsford believes animals can't experience fear of death, and he then feels that exact dread as he is hunted by Zaroff.

THE
MOST
DANGEROUS
GAME

BY: RICHARD CONNELL

NOT FOR EDUCATIONAL USE

NOT FOR EDUCATIONAL USE

NOT FOR EDUCATIONAL USE