

PREVIEW
NOT FOR EDUCATIONAL USE



THE MOST
DANGEROUS
GAME

PREVIEW
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PREVIEW

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palpable PREVIEW
NOT FOR EDUCATIONAL

- **adjective**
- **easily noticed**

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PREVIEW

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PREVIEW

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indolently

PREVIEW

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- **adverb**
- **lazily**

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PREVIEW

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PREVIEW

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sensuous PREVIEW
NOT FOR EDUCATIONAL

- **adjective**
- **pleasing to the senses**

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PREVIEW

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PREVIEW

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doggedly

PREVIEW

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- **adverb**
- **in a manner that shows tenacity**

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PREVIEW

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PREVIEW

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anguish PREVIEW

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- noun
- physical pain or suffering

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PREVIEW

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PREVIEW

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crag

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- **noun**

- **a steep or rugged cliff or
rock face**

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PREVIEW

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PREVIEW

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peril

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- noun

- serious or immediate

- danger

PREVIEW

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PREVIEW

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PREVIEW

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vigor

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- noun

- physical strength and
good health

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PREVIEW

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PREVIEW

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chateau

PREVIEW

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- noun
- a large French castle

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PREVIEW

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PREVIEW

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mirage PREVIEW

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- **noun**
- **an optical illusion caused
by atmospheric conditions**

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PREVIEW

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cunning PREVIEW

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- **adjective**
- **having skill in deceit or evasion**

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PREVIEW

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PREVIEW

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astrakhan

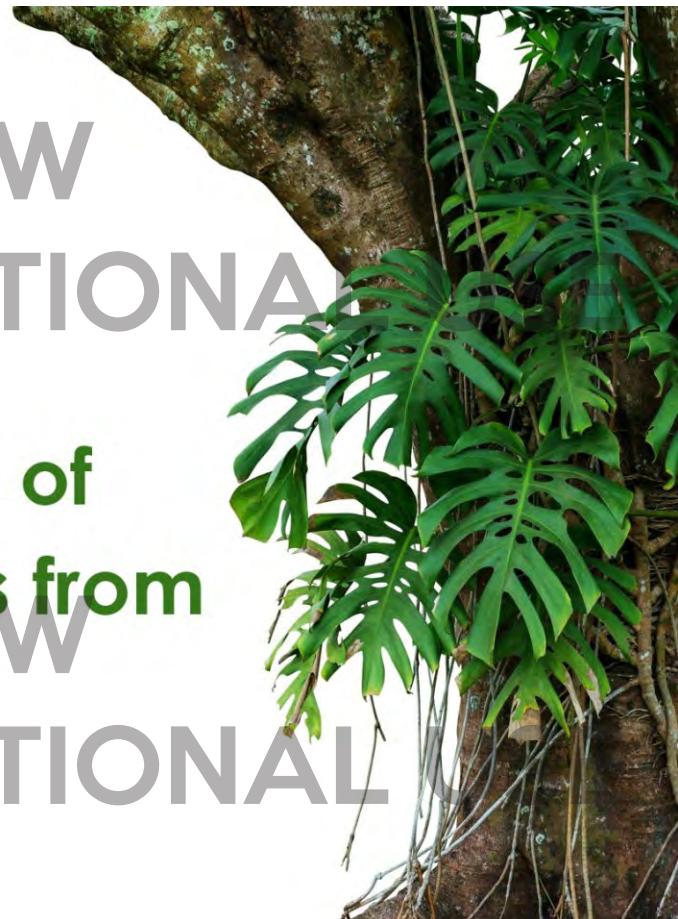
PREVIEW

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- noun
- the dark curly fleece of young karakul lambs from central Asia

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PREVIEW

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PREVIEW

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analytical

- **adjective**
- **describes someone with logical reasoning**

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PREVIEW

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PREVIEW

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grisly

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- **adjective**
- **causing horror or disgust**

PREVIEW

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PREVIEW

NOT FOR EDUCATIONAL USE

PREVIEW

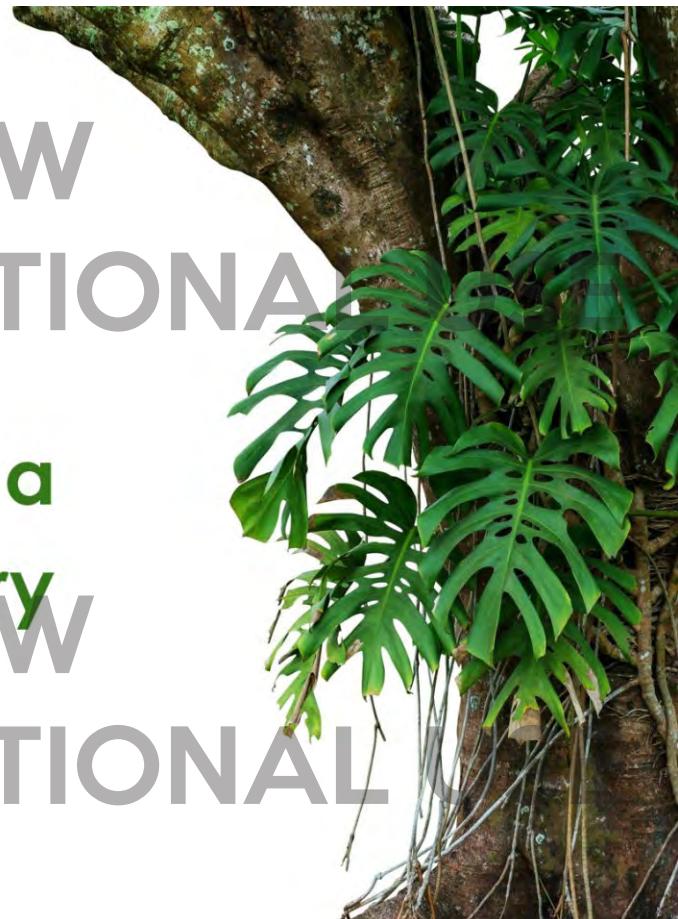
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droll

NOT FOR EDUCATIONAL

- **adjective**
- **curious or unusual in a way that provokes dry amusement**

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PREVIEW

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scruples PREVIEW

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- noun

- A feeling of doubt or
hesitation

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PREVIEW

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PREVIEW

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invariably

PREVIEW

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- **adverb**
- **always; without changing**

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PREVIEW

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solicitously PREVIEW
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- **adverb**
- **in a concerned manner**

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PREVIEW
NOT FOR EDUCATIONAL USE

PREVIEW

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venerable

- **adjective**
- accorded a great deal of respect, especially because of age, wisdom, or character



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precariously
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- **adverb**
- **in an uncertain, not secure**
- way**

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Name:

Date:

**Word Sort
Anticipation Activity**

Directions: With a partner, consider how the words in the box below are related. Put them into different categories by creating lists. How you sort the words are up to you. (Category examples: occupations, types of food, things related to nature, adjectives...)

jungle
snarl
buffalo
school
dig

island
tiger
civilized
night
knife

jaguar
chase
sailors
mystery
pupil

superstitious
sport
devil
trail
frantic

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Name:

Date:

"The Most Dangerous Game" by Richard Connell
Vocabulary

Vocabulary Word	Part of Speech	Definition
palpable	adj	PREVIEW
indolently	adv	NOT FOR EDUCATIONAL USE
sensuous	adj	PREVIEW
doggedly	adv	NOT FOR EDUCATIONAL USE
anguish	noun	
crag	noun	PREVIEW
peril	noun	NOT FOR EDUCATIONAL USE
vigor	noun	PREVIEW
chateau	noun	NOT FOR EDUCATIONAL USE

mirage	noun	
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cunning	adj	PREVIEW
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astraskhan	noun	
------------	------	--

analytical	adj	
------------	-----	--

PREVIEW

grisly	adj	
--------	-----	--

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droll	adj	
-------	-----	--

scruples	noun	
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PREVIEW

invariably	adv	
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solicitously	adv	
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PREVIEW

venerable	adj	
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NOT FOR EDUCATIONAL USE

precariously	adv	
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"The Most Dangerous Game" by Richard Connell
Vocabulary

Vocabulary Word	Part of Speech	Definition
palpable	adj	easily noticed
indolently	adv	lazily
sensuous	adj	pleasing to the senses
doggedly	adv	in a manner that shows tenacity
anguish	noun	physical pain or suffering
crag	noun	a steep or rugged cliff or rock face
peril	noun	serious and immediate danger
vigor	noun	physical strength and good health
chateau	noun	a large French castle
mirage	noun	an optical illusion caused by atmospheric conditions
cunning	adj	having skill in deceit or evasion
astraskhan	noun	the dark curly fleece of young karakul lambs from central Asia
analytical	adj	describes someone with logical reasoning
grisly	adj	causing horror or disgust
droll	adj	curious or unusual in a way that provokes dry amusement
scruples	noun	a feeling of doubt or hesitation
invariably	adv	always; without changing
solicitously	adv	in a concerned manner
venerable	adj	accorded a great deal of respect, especially because of age, wisdom, or character
precariously	adv	in an uncertain, not secure way

Name:

Date:

“The Most Dangerous Game” by Richard Connell

Before Reading Questions

1. What constitutes a “game”? What emotions and connotations are associated with playing games?

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2. Do you agree or disagree with the following statement: “Perfection is boring.” Explain.

PREVIEW

During Reading Questions

1. Who are the first two characters readers meet? Where are they headed?

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2. How does the author create an ominous, foreboding atmosphere?

3. What noise does Rainsford hear while smoking a pipe?

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4. What happens to Rainsford as he tries to catch his pipe? How does he handle the situation?

5. Why does Rainsford swim toward the screams and gunshots?

PREVIEW

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6. How does Rainsford find the chateau?

7. What is unusual about how Rainsford is greeted?

8. How does General Zaroff's appearance and commentary about his race foreshadow what might happen later in the story?

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10. Why does General Zaroff get bored of hunting?

PREVIEW

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12. What is the game that General Zaroff hunts? How does he justify his choices?

13. What is the irony of General Zaroff saying he tries to stay civilized on the island?

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14. How can a person win General Zaroff's game?

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15. What happens if the men Zaroff recruits refuse to be hunted?

16. Why does General Zaroff give Rainsford survival tips for the game?

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17. Why does General Zaroff smile and turn away from the tree where Rainsford is hiding? What does this say about his character?

18. In what ways is General Zaroff not playing fair?

19. Recall Rainsford's earlier ideas about hunting. Why is Rainsford's current situation ironic?

PREVIEW

20. What happens to Ivan?

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21. Why does General Zaroff think the game has ended?

22. How is the main conflict finally resolved?

PREVIEW

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1. Are you surprised that Rainsford was able to outsmart Zaroff? Why or why not?

2. Do you think Rainsford will continue to hunt after this experience? Explain.

PREVIEW

3. What do you think will happen to the chateau on the island? Will Rainsford take Zaroff's place? Explain.

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4. What euphemisms are used in this story to cover up the brutality of what Zaroff was doing?

PREVIEW

5. Do you think Zaroff's outlook on life is a product of war, his upbringing, or something else? Explain.

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6. What is one theme or message that the author is trying to portray?

ANSWER KEY

“The Most Dangerous Game” by Richard Connell

Before Reading Questions

1. What constitutes a “game”? What emotions and connotations are associated with playing games?

Answers will vary.

2. Do you agree or disagree with the following statement: “Perfection is boring.” Explain.

Answers will vary.

During Reading Questions

1. Who are the first two characters readers meet? Where are they headed?

Rainsford and Whitney are sailing on a yacht and heading to the Amazon to hunt jaguars.

2. How does the author create an ominous, foreboding atmosphere?

The weather is humid and hot, with moist thick air—it’s so dark that they can’t see anything. They are passing a mysterious place called Ship-Trap Island that sailors fear. Whitney claims that not even cannibals would live there because it’s such an evil place. The name “Ship-Trap” suggests that something sinister occurs with ships and the island.

3. What noise does Rainsford hear while smoking a pipe?

Rainsford hears someone fire a gun three times.

4. What happens to Rainsford as he tries to catch his pipe? How does he handle the situation?

Rainsford falls overboard into the water. He stays calm (coolheaded) and swims to shore.

5. Why does Rainsford swim toward the screams and gunshots?

He thinks, “Where there are pistol shots, there are men. Where there are men, there is food.” Rainsford is expecting that he will find safety.

6. How does Rainsford find the chateau?

He follows the tracks of hunting boots and sees the lights.

7. What is unusual about how Rainsford is greeted?

A giant man opens the door, pointing a pistol at Rainsford’s chest. (We learn the man is Ivan who is deaf and mute which makes someone wonder why he is hired as a servant.)

8. How does General Zaroff’s appearance and commentary about his race foreshadow what might happen later in the story?

Zaroff calls his race “savage” implying that he too acts savagely (fierce, violent, and uncontrollable). He has red lips and pointed teeth like a beast or animal. This foreshadows he will do something violent in the story.

9. How does General Zaroff know Rainsford?

Zaroff recognizes Rainsford’s name because Rainsford is a famous author of hunting books and Zaroff read his book on hunting snow leopards.

10. Why does General Zaroff get bored of hunting?

Zaroff has been hunting since he was a child. He has hunted the most dangerous animals already. He is a master at hunting and his prey have become too easy to catch. He says, "I always got my quarry. Always. There is no greater bore than perfection."

11. How does the author build suspense regarding the most dangerous game?

The author builds suspense through the dialogue of Rainsford and Zaroff. Zaroff hints at the new animal he is hunting for an extended period of time before revealing the truth that the animal he is talking about is humans. Zaroff tells Rainsford in a slow, enticing way about his endeavors—under the impression that Rainsford will be impressed and eager to join him. Some examples of clues that Zaroff says are:

"Oh, it isn't here naturally, of course. I have to stock the island."

"I had to invent a new animal to hunt."

"It must have courage, cunning, and, above all, it must be able to reason."

12. What is the game that General Zaroff hunts? How does he justify his choices?

Zaroff hunts humans. He states, "I am strong. Why should I not use my gift?" Zaroff sees those who are marked as socially "unfit" as "scum" and as fair game for his hunt. He has a twisted Darwin-like philosophy: "survival of the fittest."

13. What is the irony of General Zaroff saying he tries to stay civilized on the island?

Zaroff kills men for sport which is clearly not civilized.

14. How can a person win General Zaroff's game?

If you can avoid being killed for three days, you win.

15. What happens if the men Zaroff recruits refuse to be hunted?

Zaroff tells them they will play a different "game" with Ivan. Ivan was a professional torturer for the Russian Czar and will torture anyone who doesn't go along with Zaroff's hunting arrangement.

16. Why does General Zaroff give Rainsford survival tips for the game?

Zaroff is arrogant. He wants a challenge, not an easy win. Zaroff also wants Rainsford to feel like he might have a chance to win otherwise it won't be fun.

17. Why does General Zaroff smile and turn away from the tree where Rainsford is hiding? What does this say about his character?

Zaroff has found Rainsford's hiding spot, but he does not want the hunt to end too soon. He smiles because he could kill his prey right then but would rather keep him alive for another day to extend the fun. This shows how much Zaroff enjoys hunting men, and that he is sadistic, perverse, cruel, and depraved.

18. In what ways is General Zaroff not playing fair?

He makes sure he is well rested before he hunts, whereas he sends Rainsford out right away. He doesn't let people leave (the alternative is being tortured). Every time he is injured, he goes home to dress his wounds.

19. Recall Rainsford's earlier ideas about hunting. Why is Rainsford's current situation ironic?

Rainsford now knows how an animal at bay feels. Earlier he believed that animals didn't experience the fear of death, and now he is feeling that exact dread.

20. What happens to Ivan?

Rainsford creates a trap using a tree sapling and his hunting knife that was meant to kill the dogs, but it kills Ivan instead by stabbing him.

21. Why does General Zaroff think the game has ended?

Rainsford jumps off a cliff into the sea (seemingly to his death).

22. How is the main conflict finally resolved?

Rainsford swam to the chateau and hid in the General's bedroom. Rainsford then surprises and challenges Zaroff; Rainsford wins in a physical altercation and kills Zaroff.

After Reading Questions

1. Are you surprised that Rainsford was able to outsmart Zaroff? Why or why not?

Answers will vary.

2. Do you think Rainsford will continue to hunt after this experience? Explain.

Answers will vary.

3. What do you think will happen to the chateau on the island? Will Rainsford take Zaroff's place? Explain.

Answers will vary.

4. What euphemisms are used in this story to cover up the brutality of what Zaroff was doing?

He calls his prisoners "pupils" and he calls his dungeon "training school." The title itself is a euphemism, calling the hunting of people "game."

5. Do you think Zaroff's outlook on life is a product of war, his upbringing, or something else? Explain.

Answers will vary.

6. What is one theme or message that the author is trying to portray?

Answers will vary. All animals feel afraid and can be terrorized. Murder is only justifiable in self-defense.

**“The Most Dangerous Game” by Richard Connell
After Reading Project Menu**

1. Is hunting animals ethical or unethical? Write an argumentative essay on the ethics of hunting for sport.

PREVIEW

2. Pretend you are a detective who is writing up the paperwork for Zaroff’s crimes on the island. With witness reports from Rainsford as well as the other prisoners, explain in essay form what Zaroff is guilty of and how he would have been charged if he were still alive.

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3. Create the blueprint for a physical board game based off the short story “The Most Dangerous Game.” You are not creating a 3-D game, but you are writing a detailed description of everything the game would entail. You should include what the game pieces will be, directions, and include any other necessities/rules to play the game. Draw an image of what the game would look like. Don’t forget to come up with an original name for the game!

PREVIEW

4. Is there a possibility that General Zaroff let Rainsford win on purpose? Write an essay with evidence that either supports or contradicts this claim.

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5. “The Most Dangerous Game” is written in third person point of view. Rewrite a shortened version of the story in first person point of view. Choose any existing character to write the perspective from.

6. Create an original movie poster for “The Most Dangerous Game.” Invent a new title for the film. On your poster, you should include the title, colored illustrations, a list of real actors for the cast, at least one important quote from the story, and a well-written summary of the plot.

PREVIEW

7. Compare and contrast Rainsford and Zaroff in essay form. How are they like alike and how are they different? Use textual evidence.

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8. Create a brochure/pamphlet for Ship-Trap Island. You have two options: It can be an ominous pamphlet that is meant as a warning to all sailors to stay away (from the perspective of a survivor)... or create a propaganda pamphlet that is meant to entice sailors to visit the beautiful island (from the perspective of Zaroff).

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