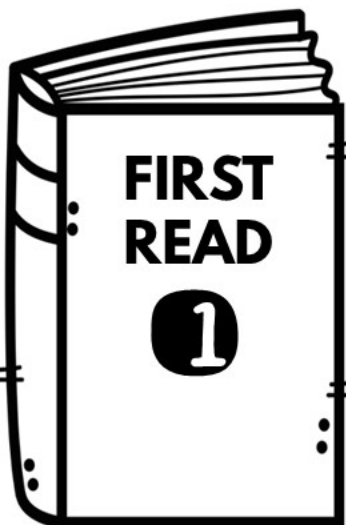


# CLOSE READING

## A STEP BY STEP GUIDE



-Read over the First Read Questions. Read through the text by yourself. Use the text annotation guide provided to help you to annotate while your read.

-The main purpose of the first read is to understand key details and ideas. Ask yourself "What does it say?"

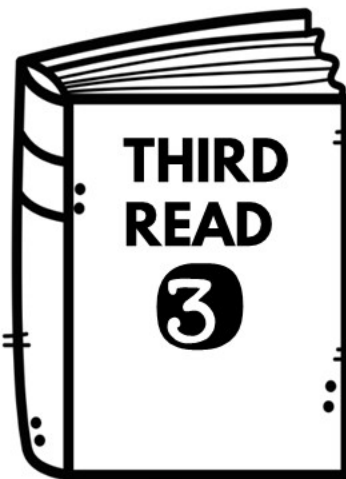
-After annotating, meet with your partner. Talk about the text and clarify meaning. Make sure you both understand what you have read. Discuss the answers to the questions and try to support them with evidence from the text. Write down your answers.

-Read over the Second Read Questions.

-Listen to the text read aloud by your teacher. Add additional annotations where necessary. Look for text evidence to answer the question.

-The main purpose of the second read is look more closely at the structure and craft of the piece. Ask yourself "How does it work?"

-After annotating, meet with your partner. Discuss your answer to the questions and try to support them with evidence from the text. Write down your answers.



-Read over the Third Read Questions.

-Read the text aloud with your partner. Add additional annotations where necessary.

-The main purpose of the third read is to integrate knowledge and ideas. Ask yourself "What does it mean?"

-After annotating, meet with your partner. Discuss your answer to the questions and try to support them with evidence from the text. Write down your answers.

# CLOSE READING

## FIRST READ ACTIVITIES



-Read over the First Read Questions. Read through the text by yourself. Use the text annotation guide provided to help you to annotate while you read.

-The main purpose of the first read is to understand key details and ideas. Ask yourself "What does it say?"

-After annotating, meet with your partner. Talk about the text and clarify meaning. Make sure you both understand what you have read. Discuss the answers to the questions and try to support them with evidence from the text. Write down your answers.

1) Summarize the story.

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2) Who is the protagonist in the story? Who is the antagonist? How do you know this?

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# CLOSE READING

## SECOND READ ACTIVITIES



-Read over the Second Read Questions.

-Listen to the text read aloud by your teacher. Add additional annotations were necessary. Look for text evidence to answer the question.

-The main purpose of the second read is look more closely at the structure and craft of the piece. Ask yourself "How does it work?"

-After annotating, meet with your partner. Discuss your answer to the questions and try to support them with evidence from the text. Write down your answers.

1) How are Rainsford and Zaroff similar? How are they different?

Explain. \_\_\_\_\_

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2) What is Zaroff's Prey? How does he lure them to the island?

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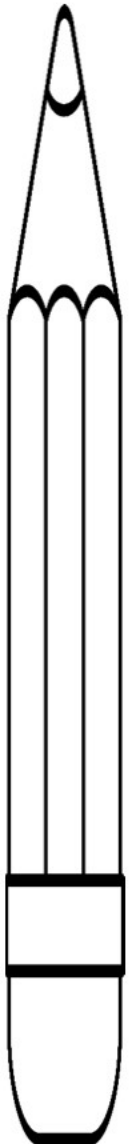
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# CLOSE READING

## THIRD READ ACTIVITIES



-Read over the Third Read Questions.

-Read the text aloud with your partner. Add additional annotations where necessary.

-The main purpose of the third read is to integrate knowledge and ideas. Ask yourself "What does it mean?"

-After annotating, meet with your partner. Discuss your answer to the questions and try to support them with evidence from the text. Write down your answers.

1) Do you consider the story to be ironic? Explain.

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2) In your own words, explain the meaning of the title.

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# CLOSE READING ADDITIONAL ACTIVITIES

Several additional activities have been included to use along with the text. You may use these at any point in your lesson. Pick and choose the activities that work best for your learners.

**Comprehension Questions-** A full set of comprehension questions have been included. These ask students to answer key questions about the text. A full answer key has been included.

**Vocabulary Activities** – Several different vocabulary activities have been included. Working through difficult vocabulary helps students to gain a better understanding of the text, leading to deeper connections. Pick and choose the vocabulary activities that work best for your learners.

**Graphic Organizers and Activities** – A variety of different activities have been included. These activities ask students to look closely at specific reading strategies, as well as key literary elements. Again, choose the graphic organizers that work best for your group.

## THE MOST DANGEROUS GAME

### QUOTE DISCUSSION

In the space provided, discuss the following quotes. What do they mean? How are they important to the story?

- "He lived a year in a minute".  
\_\_\_\_\_  
\_\_\_\_\_
- "Then it was that Rainsford knew the full meaning of terror".  
\_\_\_\_\_  
\_\_\_\_\_
- "Rainsford knew now how an animal at bay feels".  
\_\_\_\_\_  
\_\_\_\_\_
- "Everyday I hunt, and I never get bored now, for I know the quarry with which I can match my wits".  
\_\_\_\_\_  
\_\_\_\_\_

## PLOT DIAGRAM

The plot diagram is a large outline of a mountain shape. The stages are labeled as follows:

- CLIMAX (top peak)
- FALLING ACTION (downward slope on the right)
- RESOLUTION (bottom right)
- EXPOSITION (bottom left)
- INSITING INCIDENT (small box on the left slope)
- RISING ACTION (three boxes on the left slope)

THE MOST DANGEROUS GAME

Use this plot diagram to record key details from the story.

# THE MOST DANGEROUS GAME

## QUOTE DISCUSSION

In the space provided, discuss the following quotes. Who said them? What do they mean? How are they important to the story?

1) "He lived a year in a minute".

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2) "Then it was that Rainsford knew the full meaning or terror:",

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3) "Rainsford knew now how an animal at bay feels"

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4) "Everyday I hunt, and I never get bored now, for I have a quarry with which I can match my wits".

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**5) "Who cares how a jaguar feels".**

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**6) "We will have some capital hunting, you and I".**

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**7) "And now... I want to show you my collection of heads".**

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**8) "I am still a beast at bay... get ready, General Zaroff".**

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**9) "He had never slept in a better bed, Rainsford decided".**

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# VOCABULARY

Palpable  
Gargoyle  
Tangible  
Disarming  
Crook  
Bleak  
Forged  
Mystified  
Fringe  
Mirage  
Repast  
Vigor  
Lofty  
Cultivated  
Baronial  
Feudal  
Surmounted  
Afterdeck  
Imperative  
Extremity  
Anguish  
Floundered  
Palatial

Tapestry  
Quarry  
Placid  
Refectory  
Opiate  
Seafaring  
Indolently  
Deliberate  
Opaqueness  
Vitality  
Staccato  
Astonishment  
Menacing  
Aristocrat  
Canopied  
Haversack  
Zealous  
Venerable  
Sloop  
Futile  
Illumination  
Grotesque  
Cosmopolite

# VOCABULARY



**WORD:**

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**DEFINITION:**

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**IMAGE:**



**WORD:**

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**DEFINITION:**

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**IMAGE:**



**WORD:**

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**DEFINITION:**

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**IMAGE:**



**WORD:**

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**DEFINITION:**

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**IMAGE:**



# VOCABULARY

**WORD:**

**DEFINITION:**

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# THE MOST DANGEROUS GAME

DEFINITION OF WORD

SENTENCE USING WORD

PICTURE OF WORD

WORD: \_\_\_\_\_

SYNONYMS

ANTONYMS

VOCABULARY



# THE MOST DANGEROUS GAME

## COMPREHENSION QUESTIONS

1. Where is Rainsford heading?

2. What, according to Rainsford, is the best sport in the world? Does Whitney agree? Explain.

3. What two classes does Rainsford think the world is made up of?



4. What noise does Rainsford hear while sitting on the deck? What can you infer from this?



5. Rainsford falls overboard. What noises does he hear while swimming?



6. Rainsford is an experienced hunter. Does he recognize the sound of the animal? What makes the noise stop?



7. Describe the chateau that Rainsford finds on the island.



8. How does General Zaroff know who Rainsford is?  
What can you infer about Zaroff by this?



9. Describe Rainsford's first impression of Zaroff.



10. Describe the dining room in the chateau.



11. What trait of Zaroff's made Rainsford uncomfortable?



12. What is Zaroff's passion?



13. According to Zaroff, what is "the most dangerous game"? Why?



14. How does Zaroff lure men to the island?



15. Describe Zaroff's "game". How many times has he lost his game?



16. According to Zaroff, what was the worst part of the situation that occurred when the “foolish fellow” went to the Death Swamp?



17. What items does Ivan give Rainsford for the game?



18. On the first night, Rainsford hides from Zaroff by climbing a tree. Zaroff starts to look up the tree where he was hiding, but then smiles and walks away. Why?



19. Describe the Maylay Man Catcher. What does it do to Zaroff?



20. What did the Burmese Tiger Trap kill?



21. What sound made Rainsford "know he had new things to learn about fear"?



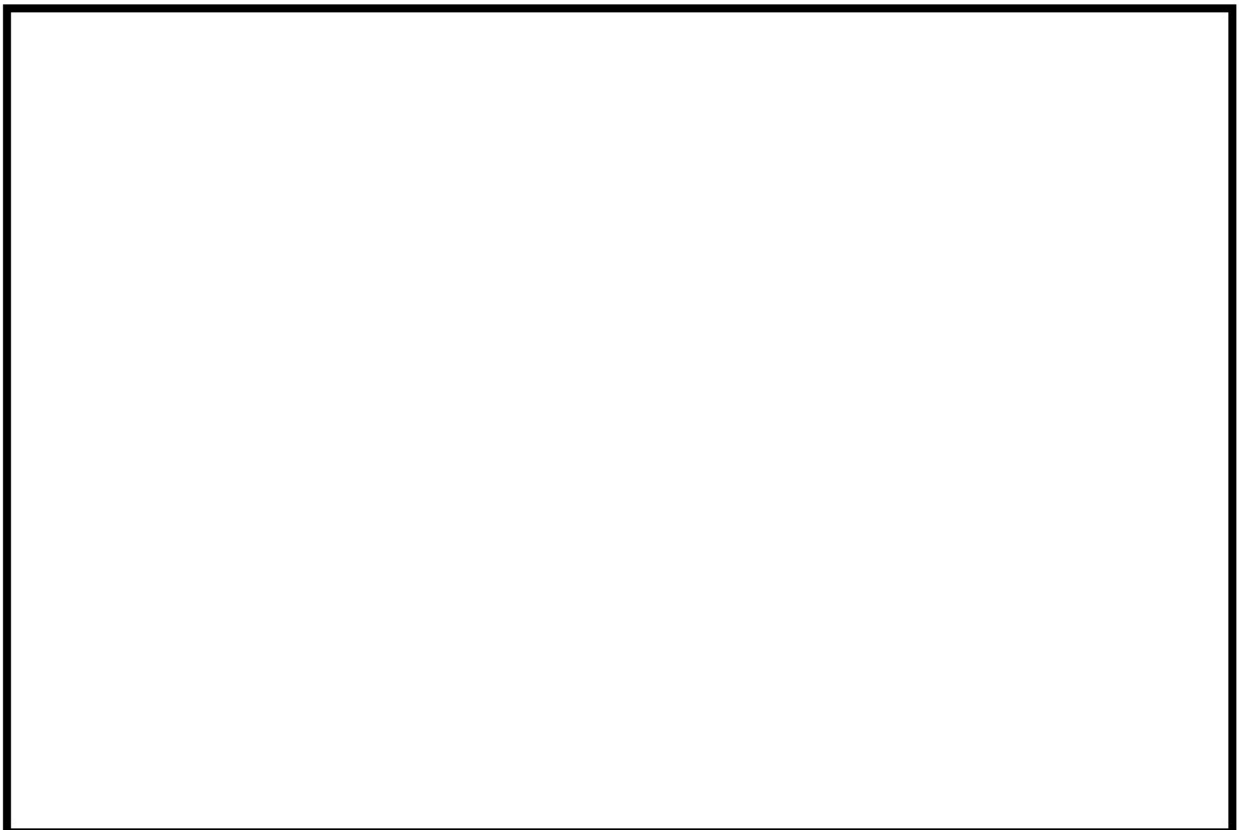
22. How did Rainsford finally manage to escape Zaroff and the hounds?



23. What “two slight annoyances” prevented Zaroff from “perfect enjoyment” after the hunt?



24. In your own words, describe how the story ends.



# THE MOST DANGEROUS GAME

## COMPREHENSION QUESTIONS

### ANSWER KEY

1) Where is Rainsford heading?

**-To Rio, to hunt in the Amazon.**

2) What, according to Rainsford, is the best sport in world? Does Whitney agree?

Explain.

**-Rainsford thinks hunting is the best sport in the world.**

**-Whitney does not agree - he thinks it is only a sport for the hunter, and fearful for the animal.**

3) What two classes does Rainsford think the world is made up of?

**-The hunters and the huntees.**

4) What noise does Rainsford hear while sitting on deck? What can you infer from this?

**-He hears a shot gun fired three times**

**-One can infer that someone is hunting on the island.**



5) Rainsford falls overboard. What noises does he hear while swimming?

-High screaming

-the sound of an animal in extreme terror

6) Rainsford is an experienced hunter. Does he recognize the sound of the animal?

What makes the noise stop?

-No, he doesn't recognize the sound

-A pistol shot makes the sound stop

7) Describe the chateau that Rainsford discovers on the island.

-“enormous”

-“lofty structure with pointed towers plunging upward into the gloom”

-set on a “high bluff”

-has stone steps

-has a large door with a gargoyle knocker

8) How does General Zaroff know who Rainsford is? What can you infer about Zaroff by this?

-He knows who Rainsford is because he has read his book on hunting snow leopards

-One can infer that he must be interested in hunting



9) Describe Rainsford's first impression of Zaroff.

- Thought he was "singularly handsome"
- thought there was a "original, almost bizarre quality" about his face

10) Describe the dining room in the chateau.

- "remarkable"
- "there was a medieval magnificance about it"
- "suggested a baronial hall of feudal times"
- "high ceiling"
- "vast refectory tables"
- perfect animal head specimens hung from the walls

11) What trait of Zaroff's made Rainsford uncomfortable?

- "Whenever he looked up from his plate he found the general studying him, appraising him narrowly"

12) What is Zaroff's passion?

- hunting

13) According to Zaroff, what is “the most dangerous game”? Why?

-The most dangerous game are humans, as they have the ability to reason.

14) How does Rainsford lure men to the island?

-Set up lights to indicate a chanel where there is none, to trap ships against the rocks

15) Describe Zaroff’s “game”. How many times has he lost his game?

-He lets men out with a knife and three hours head start. He follows with a small pistol. If they get away for three days, they win.

-He has never lost

16) According to Zaroff, what was the worst part of the situation that occurred when the “foolish fellow” went into the Death Swamp?

-One of his hunting dogs ran in after him, and died



18) On the first night, Rainsford hides from Zaroff by climbing a tree. Zaroff starts to look up the tree where he was hiding, but then smiles and walks away. Why?

-He was saving him for another day's sport

19) Describe the Malay Man Catcher. What does it do to Zaroff?

-The Malay Man Catcher is a trap made from a tree.

-It was intended to crush Zaroff, but he jumped out of the way in time. Because of this, only his arm was hurt.

20) What did the Burmese Tiger Trap kill?

-One of Zaroff's dogs

21) What sound made Rainsford "know he had new things to learn about fear"?

-the sound was the "baying of a pack of hounds" on their way to hunt him

22) How did Zaroff finally manage to escape Zaroff and the hounds?

**-He dove into the sea**

23) What "two slight annoyances" prevented Zaroff from "perfect enjoyment" after the hunt.

**-He thought it would be difficult to replace Ivan**

**-His quarry had escaped him**

24) In your own words, describe how the story ends.

**-Rainsford sneaks into Zaroff's room and kills him. He then sleeps in his bed.**



# THE MOST DANGEROUS GAME

## READING RESPONSE POSTERS

A variety of different response posters have been included, for students to use at any point during their reading. These focus on key reading strategies: Asking Questions, Determining Importance, Inferring, Connecting, Visualizing, and Summarizing. Pick and choose the pages that work best for your learners, or choose the pages that focus on areas your class most needs to work on.

Students answer the questions on these pages, and then color the title and boxes. These make great classroom displays or additions to an interactive notebook.

### ASKING QUESTIONS

What questions did the author leave you with after today's reading? Why do you think the author chose to do this?

Have there been any parts of the reading that made you question why the author included it? What was it? Why did you question its inclusion?

Write and answer a who, what, where, when, or why question about the reading.

Choose two vocabulary words from the reading and define them in the space below.



### DETERMINING IMPORTANCE

Who is the least important character in the text? Why do you think the author chose to include them?

If you were the author of this text, which details would you choose to leave out? Why?

Choose two vocabulary words from the reading and define them in the space below.

What new information did you learn from the text today? Did it change what you previously thought?



# ASKING QUESTIONS

What questions did the author leave you with after today's reading? Why do you think the author chose to do this?

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# CONNECTING

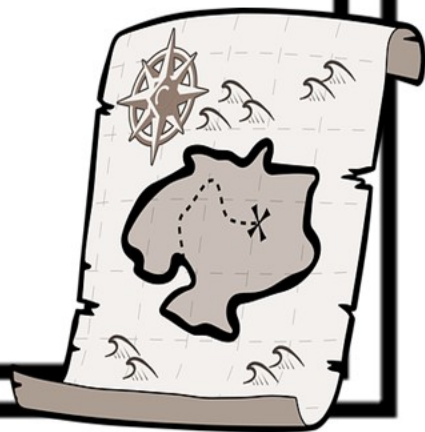
Would you be friends with the main character? Why or why not?

Make a text to text connection.

Make a text to self connection.

Make a text to world connection.

Choose two vocabulary words from the reading and define them in the space below.





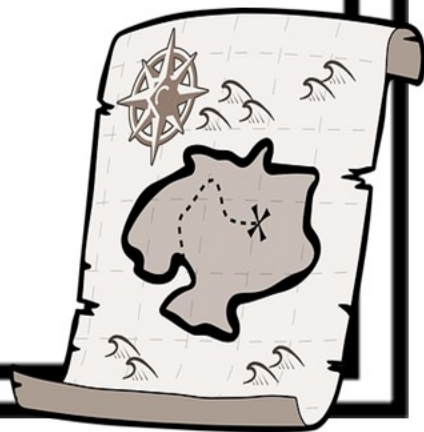
**Make a prediction about what you think will happen next in the reading.  
Why do you think this?**

# INFERRING

**Which characters do you think the author wants you to dislike? Why do you think that?**

**What character traits does the main character possess?  
How do you know?**

**Choose two vocabulary words from the reading and  
define them in the space below.**



# VISUALIZING

**Explain how visualizing helps you to understand what you read.**

**Choose two vocabulary words from the reading and define them in the space below.**

**Illustrate a key scene from the reading in the space below.**

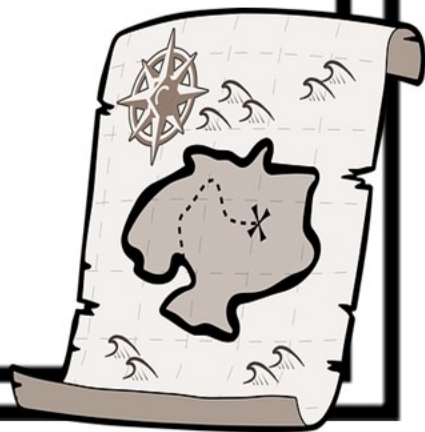
# SUMMARIZING

Summarize what you read today in the space below.

Summarize the three most important events that have happened so far in your reading.

Read the summary blurb on the back of your book. How would you change it if you wrote it? Explain.

Choose two vocabulary words from the reading and define them in the space below.



# THE MOST DANGEROUS GAME

## CREATIVE WRITING: NEW ENDING

At the end of the story, Rainsford leaps into the water to escape General Zaroff. He then sneaks into his room and murders him.

Richard Connell has hired you to rewrite the ending of the story so it has a different outcome. What do you think should happen? How do you think it should end? Use the space below to draft your ideas. Complete your good copy on lined paper.







# THE MOST DANGEROUS GAME

## THOUGHTFUL WRITING: PROMPT #2

**How is color used to help set the mood of the story? How do you think this visual language helps to develop the setting?**

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# THE MOST DANGEROUS GAME

## THOUGHTFUL WRITING: PROMPT #4

**Is it ever ok to take someone's life? Can you think of a time when it would be justifiable?**

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# THE MOST DANGEROUS GAME

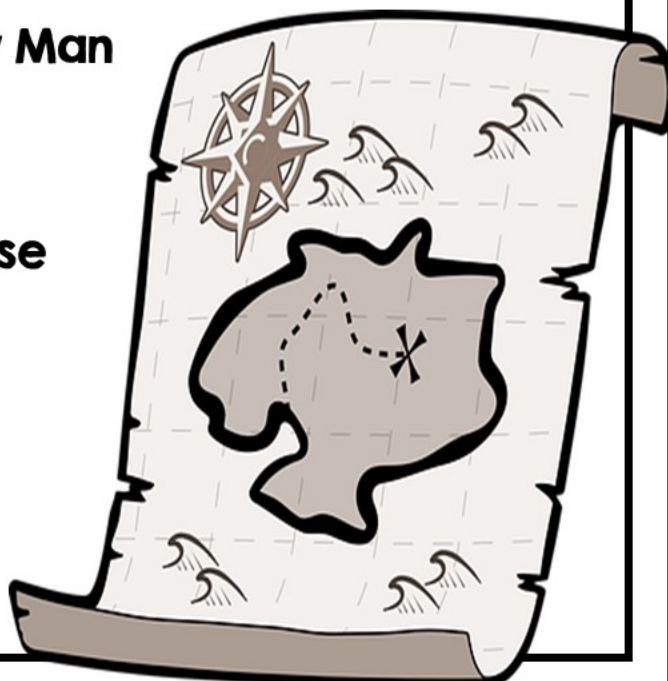
## SHIP TRAP ISLAND MAP

Using details from the story, create a full color map of Rainsford's adventures on Ship Trap Island. Be sure to include and label the following:

- Death Swamp
- The Ocean
- The Chateau
- The Rocks where Zaroff lures his prey
- The Jungle

When you are complete, draw a line indicating the path taken by Rainsford during his ordeal. You should number and label each of the places where the following events occurred.

- 1) Rainsford falls overboard
- 2) Rainsford discovers the chateau
- 3) Rainsford runs around like a fox to hide his route
- 4) Rainsford hides in a tree
- 5) Rainsford builds a Malay Man Catcher
- 6) Rainsford discovers the Death Swamp
- 7) Rainsford builds a Burmese Tiger Trap
- 8) Ivan is killed
- 9) Rainsford dives into the sea
- 10) Rainsford kills Zaroff



# RESPONSE STARTERS

Cut out the template and glue into your Interactive Notebook. Answer the topics under each flap of the foldable.

## RESPONSE STARTERS

THE STORY REMINDS ME OF...

I NOTICED...

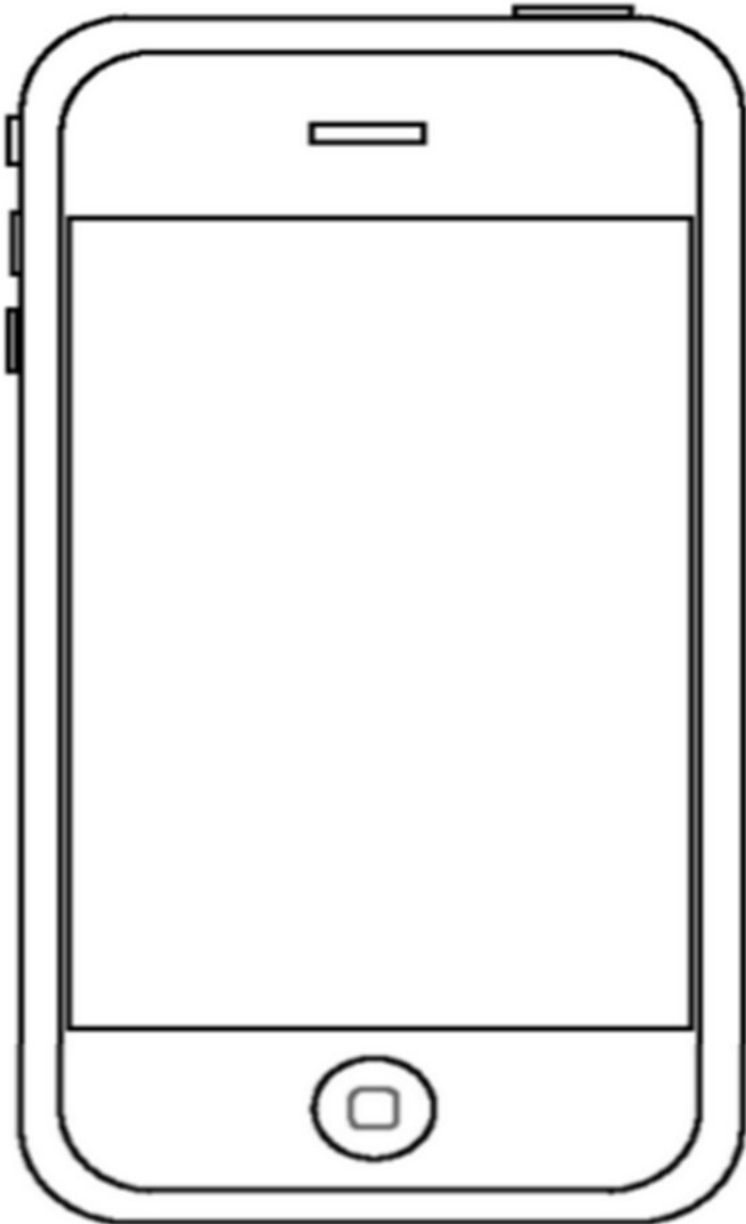
I WONDER WHY...

I WAS SURPRISED BY...

ONE QUESTION I HAVE IS...

# IMPORTANT CHARACTER SELFIE

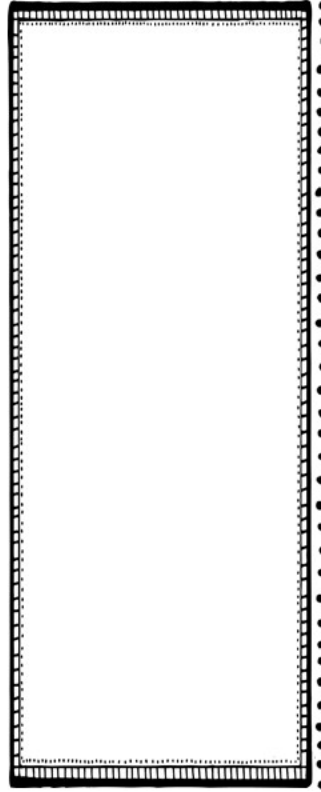
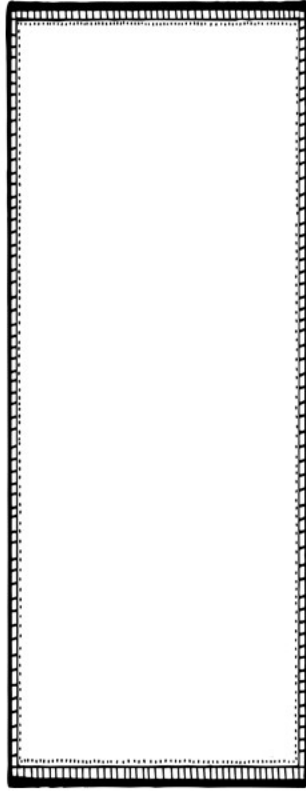
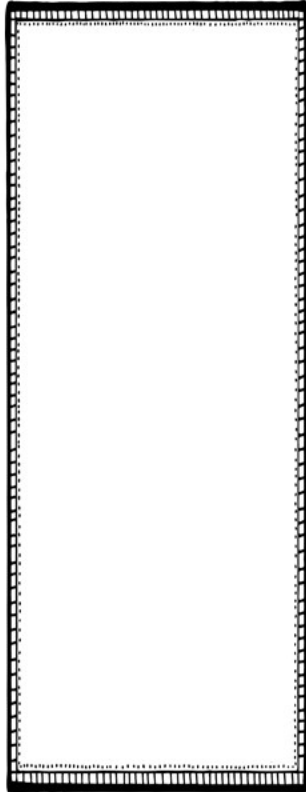
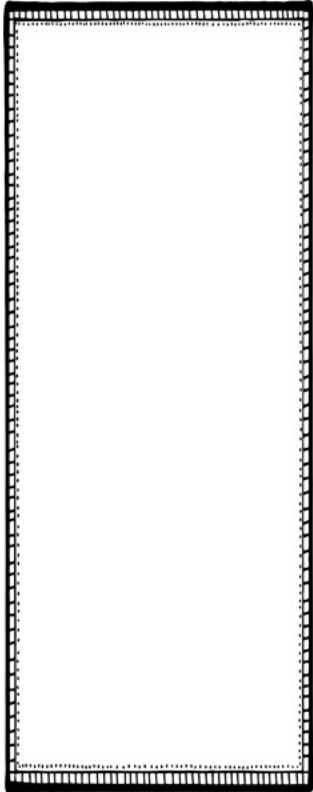
Choose a significant event and character from today's reading. In the template provided, draw and color a "selfie" that the character could have snapped during the event. Next to the phone, write what happened at the time the selfie was taken, from their point of view.



A vertical rectangular box containing 18 horizontal lines for writing. The lines are evenly spaced and extend across the width of the box.

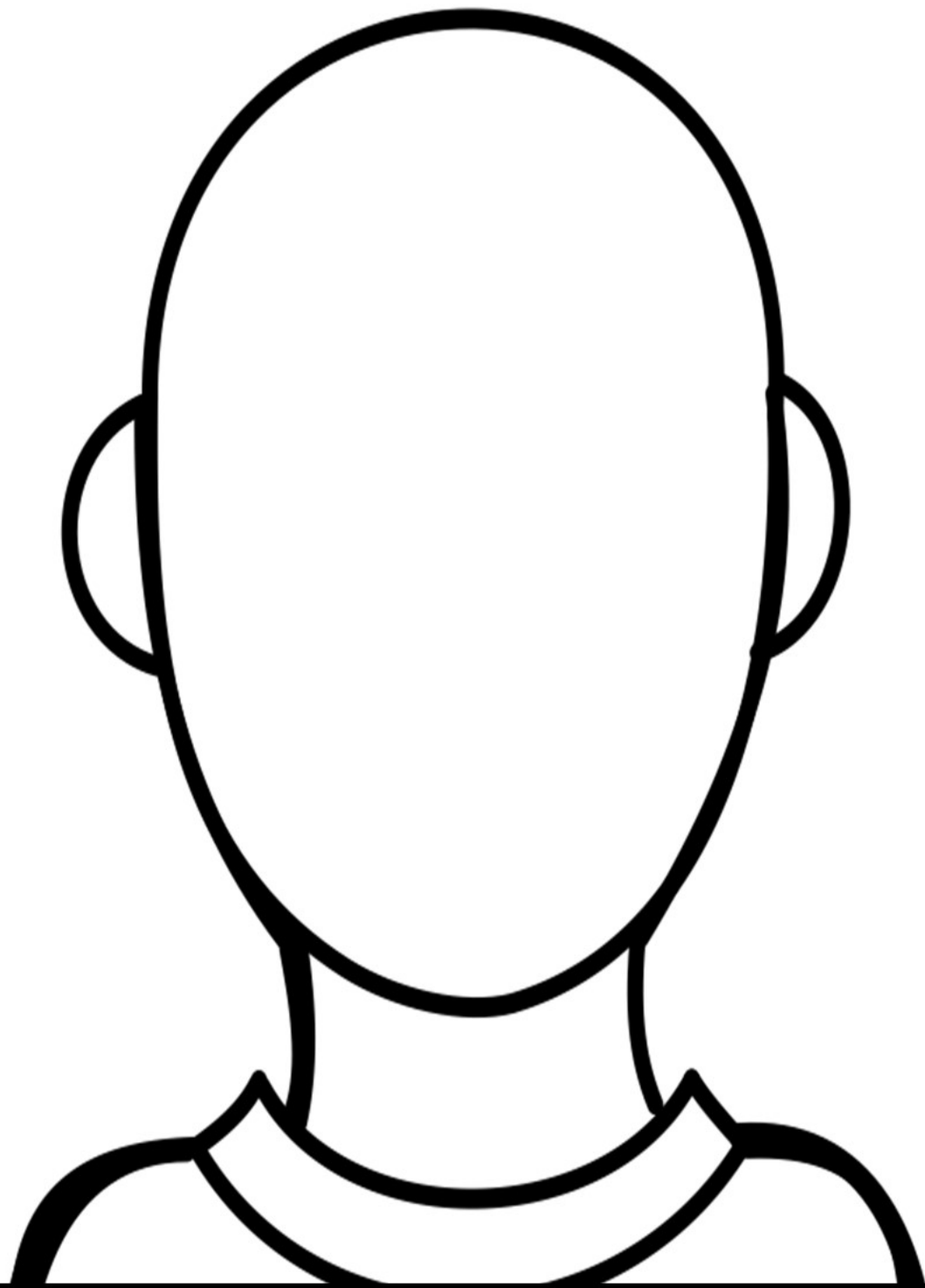
# SERIES OF EVENTS

Draw 4 key scenes from the reading, in order, in the space provided. Below your drawing, explain what happened and why.



Below the drawing boxes is a large rectangular area with seven horizontal lines for writing an explanation of what happened and why.

# WHAT ARE THEY THINKING?

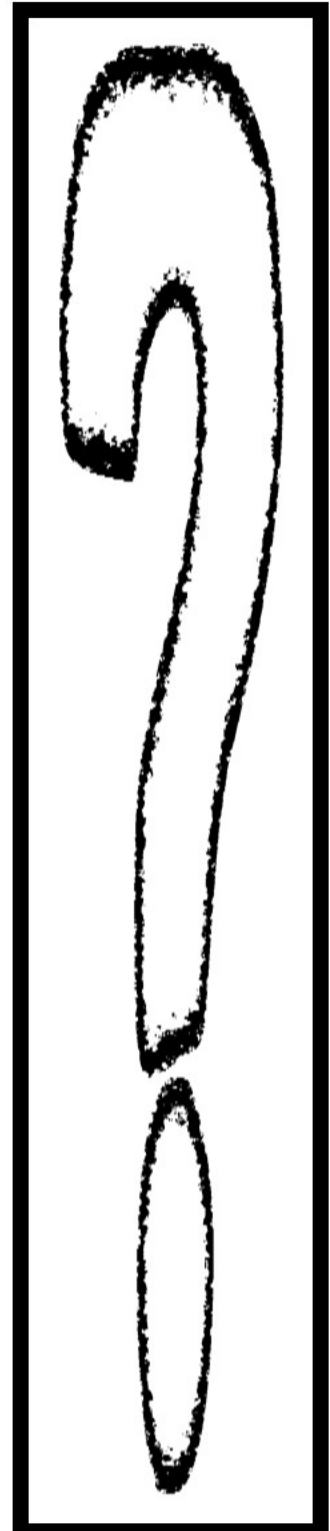


Choose an important character and event from today's reading. Inside the head, write and illustrate things that you think they were thinking during the event. Be sure to include a lot of details!

# TWENTY QUESTIONS

Use the space below to write and answer 20 questions about today's reading.

QUESTION	ANSWER



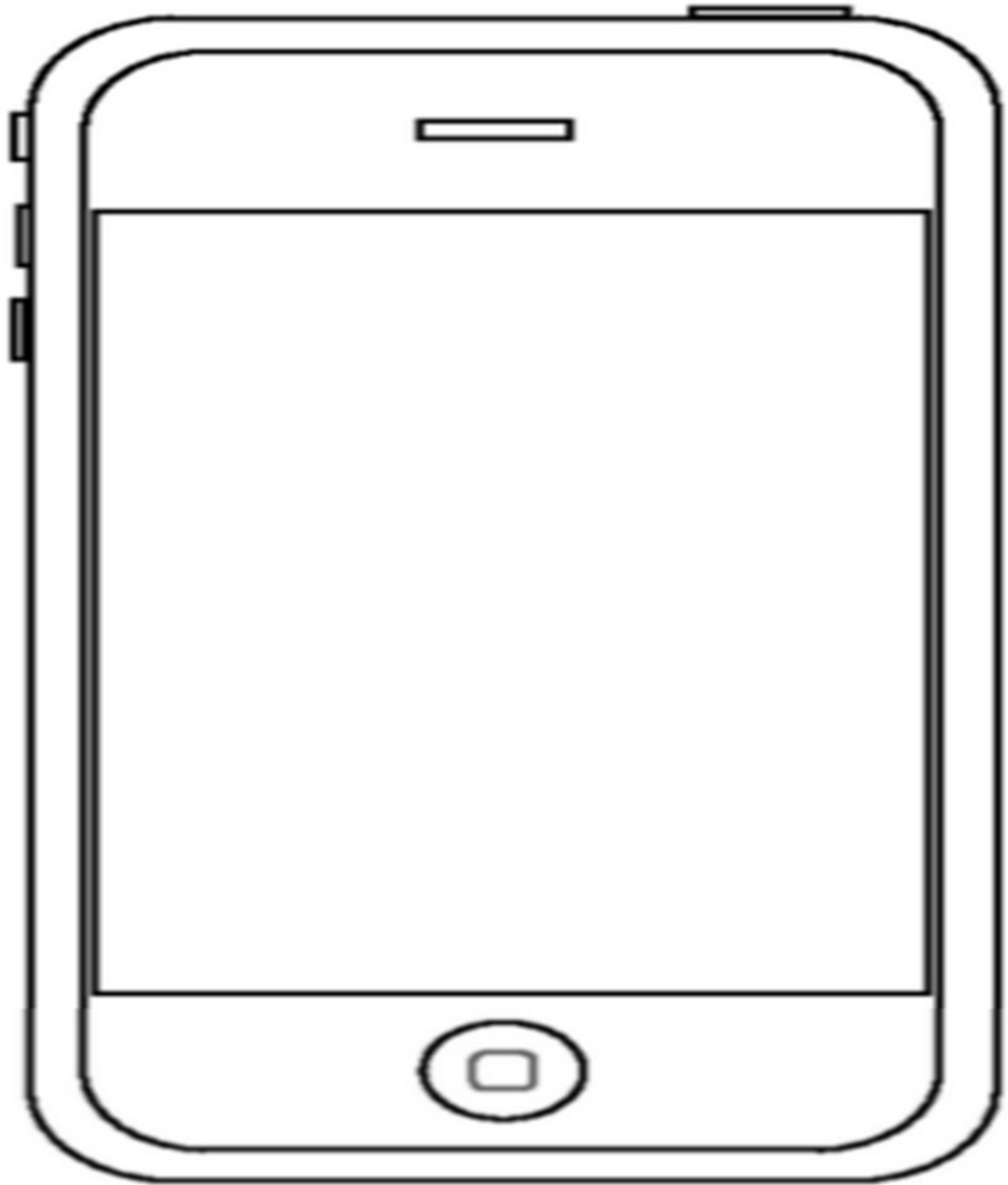
# MAGNIFY AN EVENT



Choose an important event from today's reading to look at a bit more closely. Inside the magnifying glass, summarize the event in as much detail as possible. Be sure to use the 5W's - Who, What, Where, When, and Why.

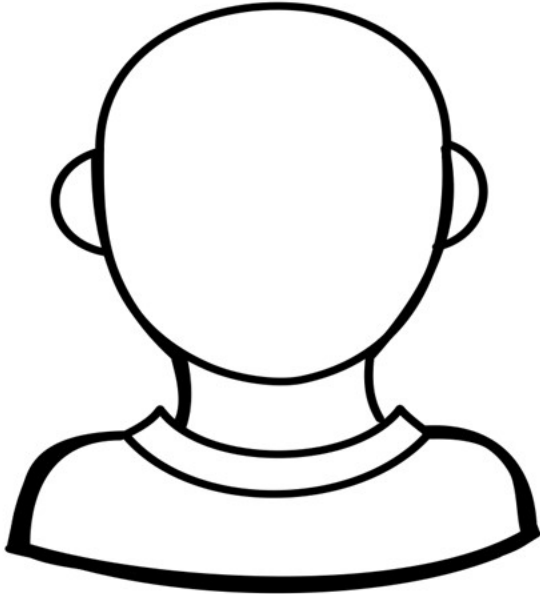


# TEXT ME



**Choose two important characters from today's reading. In the phone above, write a series of text messages, in which the figures discuss an important event from the reading.**

# ZAROFF

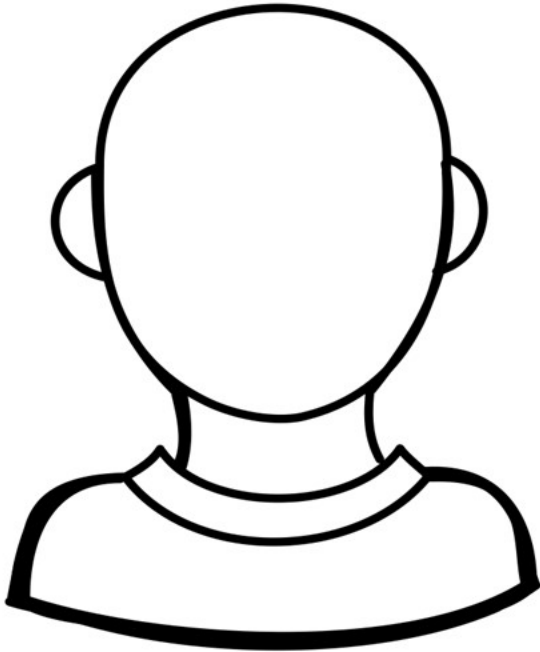


**PHYSICAL DESCRIPTION:**

**PERSONALITY TRAITS:**

**DID THEY CHANGE FROM THE BEGINNING OF THE STORY TO THE END OF THE STORY? EXPLAIN.**

# RAINSFORD

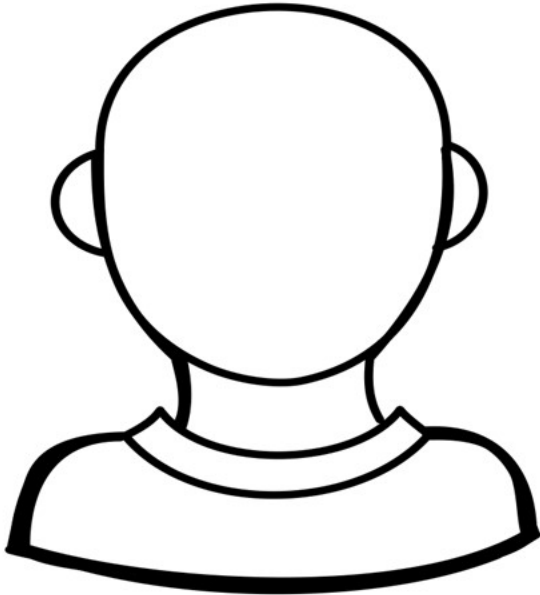


**PHYSICAL DESCRIPTION:**

**PERSONALITY TRAITS:**

**DID THEY CHANGE FROM THE BEGINNING OF THE STORY TO THE END OF THE STORY? EXPLAIN.**

# IVAN



**PHYSICAL DESCRIPTION:**

**PERSONALITY TRAITS:**

**DID THEY CHANGE FROM THE BEGINNING OF THE STORY TO THE END OF THE STORY? EXPLAIN.**

# PLOT DIAGRAM

**RISING ACTION**

**CLIMAX**

**FALLING ACTION**

**RISING ACTION**

**RISING ACTION**

**RESOLUTION**

**INSITING INCIDENT**

**EXPOSITION**

THE MOST  
DANGEROUS GAME

**Use this plot  
diagram to record  
key details from  
the story.**

# IMPORTANT EVENTS

## TIMELINE SUMMARY

Write down  
and illustrate  
the key  
events of the  
story on the  
timeline  
below.

# DEAR DIARY

Choose a key character from today's reading and write a diary entry from their perspective.