

Name _____

Date _____

Period _____

The Most Dangerous Game

Project Choice Board

This project will be a summative assessment which means it counts 50% in the grade book. Students must complete at least one of the choices below; however, they may choose to complete as many choices as they want. Students will have two class days to work on these, but they will also need to work on them at home. **All projects are due by Friday, April 1st.**

<p>Activity 1: Problem-Solving At the end of the story, Rainsford has survived Zaroff's challenge. However, he still has a major problem to overcome—he's stranded on the island. How can Rainsford get off the island and back to civilization? You can solve Rainsford's dilemma with some creative problem-solving.</p> <ul style="list-style-type: none"> List the obstacles Rainsford still faces. For example, does he have any way of communicating with the mainland? Identify the advantages Rainsford has now that he has beaten Zaroff. Identify some possible solutions available to Rainsford. What are the advantages and disadvantages of each? Choose the solution you think makes the most sense and explain why. 	<p>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.</p> <p>Follow these steps to gather information about sport hunting.</p> <ul style="list-style-type: none"> 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. 	<p>Activity 3: Invention With only a single knife at his disposal, Rainsford faces a daunting task of trying to outwit an accomplished hunter like Zaroff. But what if Rainsford had additional resources? Use your creativity and ingenuity to give Rainsford an edge. Imagine that Rainsford has three days to prepare for the hunt and these additional resources:</p> <ul style="list-style-type: none"> two knives book of matches five-day supply of food and water rope tent blanket <p>What could Rainsford invent that would help him to overcome Zaroff? Draw an illustration of your invention and describe how it works. Then explain why it would have worked to defeat Zaroff.</p>	<p>Activity 4: Epilogue For this assignment, you will create an epilogue for "The Most Dangerous Game." Pick up the story where Connell leaves off and show what happens to Rainsford after his time being hunted by General Zaroff. The epilogue must do THREE things:</p> <ol style="list-style-type: none"> It must clearly show whether or not Rainsford still believes that the world is made of two classes, the hunters and the huntees. It must include imagery, just like in Connell's story. It must show your creativity! Even though this is a formal writing assignment, you should still have fun and create a unique ending to the story.
<p>Activity 5: Artistic sketches Using the descriptions provided in the text, draw artistic renderings of General Zaroff and Ivan.</p>	<p>Activity 6: Trap drawings Based on the description and any research you conduct. Sketch out how the traps that Rainsford used would look. (Malay man-catcher, Burmese tiger pit, Uganda knife trap)</p>	<p>Activity 7: Map drawing Based on the descriptions from the story, draw a map of Ship-Trap Island.</p>	<p>Activity 8: 3 dimensional models Choose one of Rainsford traps and make a three dimensional model of it. You must include a brief paragraph about how the contraption works.</p>
<p>Activity 9: Character Dialogue Imagine Zaroff from "The Most Dangerous Game" and the Sniper from "The Sniper" meet. What would they say to each other? Think about how each character feels about the same topic: killing.</p>	<p>Activity 10: Travel Brochure The story has ended, and Rainsford has killed Zaroff. What now? Imagine if Rainsford turned Ship-Trap Island into a specialty resort. What kind of resort would it be? Design a travel brochure with details of this resort.</p>	<p>Activity 11: Prologue For this assignment, create a background history of Rainsford, Zaroff, or Ivan. Write about what happened in the character's past that lead up to the situation/setting in "The Most Dangerous Game."</p>	<p>Activity 12: You may come up with your own project idea, but it must be cleared by Mrs. Mullis prior to completing it.</p>

