

“The Most Dangerous Game”: Mapping the Island (Part A)

Directions: In order to review the events and setting of “The Most Dangerous Game,” use the information that the author, Richard Connell, gives you and your own creativity to create a map of the island according to the events and locations in the story. If you plan on using this map in your bottle (Assignment B), then plan the size accordingly, or take a photo, shrink to fit and print another copy.

Required Places:

1. Title to map
2. Legend with symbols to represent important items on journey
3. Identifying Caribbean Sea & longitude/latitude of last known location
4. Compass indicating north, south, east, and west
5. Rainsford's landing point on Ship-Trap Island (jungle and shore)
6. Rocky shore and cliffs
7. Zaroff's chateau on peninsula surrounded by cliffs
8. Zaroff's dog pit
9. First tree where Rainsford hides/Malay mancatcher
10. Death Swamp (quicksand)/Burmese Tiger Pit
11. Second tree where Rainsford hides/swinging Uganda knife trap
12. Rainsford's jump into the sea



Format: Quality presentation includes:

- Aged paper
- Colorful representation of the island
- Labels for required places
- Creativity
- As always...please be sure your name is on your map.

“The Most Dangerous Game”: Letter & Bottle (Part B)

You are Rainsford, and you are alone on Ship Trap Island. It has been three months since you killed General Zaroff. There is no hope of getting off the island. You have decided to write a letter to tell your story.

You are to write a summary of the story explaining the plot, plus details regarding how to find you. There are some special considerations.

1. Your letter must include an introduction, about six to eight body sentences, and a conclusion. Include a plea for help & a signature.
2. Handwrite the letter as Rainsford would have done. Pay close attention to how this may bleed once you age the paper.
3. You may include a copy of the map that you did for assignment A with your letter, if you choose.
4. Use creativity in handwriting, choosing paper, aging paper. Aging your paper: (<http://www.wikihow.com/Age-Paper-Using-Tea>) (<http://crafts.creativebug.com/age-paper-school-projects-1991.html>)
5. Deliver the assignment twice: 1) Show the completed document to your teacher for credit, and take a photograph. 2) Place the letter (after grading) in an old bottle and submit. Your teacher will give you due dates for the various parts of this assignment.
6. Aging your bottle. Choose a bottle that would fit during this time period. Age it with sand and wax, or put sand and shells inside. You can use vines, crumbled shells, any variation to age the bottle.

Format: Quality presentation includes:

- Aged paper
- Good details and “voice”. You should sound like Rainsford and include excellent descriptions of your adventure.
- A plea for assistance and directions as best as possible to your location.
- Aged paper, burned edges, tied with cord, decorations included.
- Creativity
- Please be sure your name is on your bottle on a piece of tape.

