Slide 1

Evidence:
Page Number:

Evidence:
Page Number:

Ideas for Evidence...
- Sentence from story
- Quote from story
- Specific action
- Specific thought

Adjective

Adjective

Character's Name

Adjective

Adjective

Evidence:
Page Number:

Evidence:
Page Number:

- Draw a character map on your paper just as shown on this template.
- Choose a character from the following: Ivan, Rainsford, or General Zaroff.
- Write the character's name in the middle circle.
- Choose four adjectives to describe this character. Two of the adjectives need to be words you thought of on your own, not words you found in the story (that are already used to describe the individual).
- For every adjective you provide, you must give evidence from the story justifying why you describe the individual in such a way. You may copy directly from the story or you may summarize a section. Just remember to record specific pages as references.

Oct 23-2:14 PM

Slide 2

"The Most Dangerous Game"

Character Map
Notes on literary elements

Feb 27-11:04 AM

Slide 3

"The Most Dangerous Game"
Characters

(different)   same

Main Character	Secondary Character	Dynamic Character	Static Character
Def. the central figure in a literary work	a figure who plays a lesser role but is still necessary to the plot	a character who does change his/her attitude or personality	a character who does NOT change his/her attitude or personality
Ex. Rainsford General Zaroff	Ivan Whitney	☆ Rainsford — He changes his perspective on hunting after he experiences what it feels like to be hunted; Rainsford now understands that humans can feel fear.	Ivan General Zaroff Whitney

Sep 9-11:34 AM

Slide 4

Foreshadowing

Effect: creates suspense + interest in the reader's mind

one event hints at a later event

Early Event	Later Event
Rainsford hears gun shots while on the yacht (passing Ship-Trap Island).	This foreshadows that there are people on the island, particularly General Zaroff (hunting).
Rainsford, an expert hunter, hears an unusual shriek and is unable to identify the animal.	This noise provides us with a clue that people are being hunted (not animals).
Zaroff reveals that he relishes the challenge of hunting his new "game."	Zaroff's unbridled passion for hunting hints that he will enjoy the challenge of hunting an expert, Rainsford.

Sep 9-12:19 PM

Slide 5

Climax/Turning Point

Rising Action

Falling Action

Resolution

Inciting Incident

Exposition

Dénouement

May 7-9:47 AM

Slide 6

Conflicts

(inside)   outside

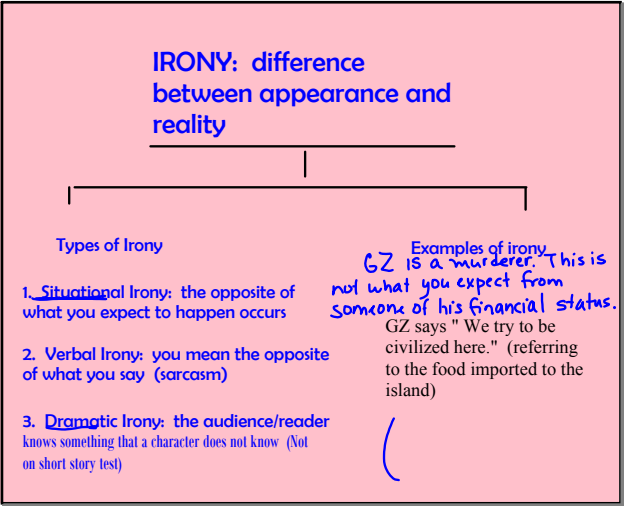| Term	*Internal Conflict*	*External Conflict*
Definition	*a struggle within a character* (man vs. self)	*a struggle between a character and some outside force* (man vs. man; man vs. nature; man vs. society)
Example	Rainsford struggles to keep himself calm and focused by repeatedly saying, "I will keep my nerve."	Rainsford struggles to survive against General Zaroff. They have a verbal fight and a physical fight (involving swords).

Rainsford must decide if he will play the game.

- swimming to island
- falls overboard
- Quick Sand!

May 7-10:30 AM

IRONY: difference between appearance and reality

Types of Irony

1. Situational Irony: the opposite of what you expect to happen occurs

2. Verbal Irony: you mean the opposite of what you say (sarcasm)

3. Dramatic Irony: the audience/reader knows something that a character does not know (Not on short story test)

Examples of irony

GZ is a murderer. This is not what you expect from someone of his financial status.

GZ says " We try to be civilized here." (referring to the food imported to the island)

Sep 25-10:26 AM