



Adv. English 2

Recap & HW

11/2/2025

The Most Dangerous Game - Class Recap: The Hunt Begins (11/9)

Key Concepts: Building Suspense

Today, we started reading Richard Connell's chilling story, "The Most Dangerous Game," and focused on how authors create a feeling of intense anticipation.

Term	Definition	Connell's Strategy
Suspense	The feeling of anxiety, excitement, or anticipation that a reader feels about the outcome of events. It keeps you on the edge of your seat!	He uses a scary setting , suggestive dialogue , and foreshadowing to build tension early.
Foreshadowing	Hints or clues given by the author about events that will happen later in the story.	The name of the island (Ship-Trap Island) and the darkness are direct hints of danger.
Dialogue	What characters say that reveals their character traits or hints at conflict.	Rainsford's arrogance ("The world is made up of two classes—the hunters and the huntees") hints that his worldview might be challenged later.

Textual Evidence We Found

We identified these clues that build suspense in the first two sections:

- **The Setting:** The profound, tropical darkness and the mysterious sound of pistol shots in the distance.
- **The Name:** Ship-Trap Island—it suggests a place of death and capture, not safety.
- **The Character:** Whitney's "curious dread" and his feeling of "evil" about the island, contrasting with Rainsford's indifference.

Homework: Predicting Rainsford's Fate

Assignment: Write a paragraph making a strong prediction about what Rainsford will find on Ship-Trap Island and what ultimate fate (good or bad) might await him.

Requirements Checklist:

- **Paragraph Length:** Write a clear, focused paragraph (5-7 sentences).
- **Prediction:** State what you think will happen to Rainsford now that he is on the island.
- **Cite Evidence:** You must cite at least two specific pieces of textual evidence (quotes or detailed descriptions) from the sections we read today that foreshadow your predicted outcome.