

“The Most Dangerous Game” Final Project

Congratulations! You have finished reading “The Most Dangerous Game”! Please complete one of the following activities. Be sure to complete ALL COMPONENTS of the activity. Use textual evidence when needed, and use your resources.

Option 1: Re-write the ending:

The ending of the story leads us to believe that Rainsford “wins” the game. Change the ending of the story. Your ending should be 2-3 paragraphs long. Also, include a separate paragraph that explains why you would make the changes you did.

Option 2: Write a movie pitch:

Pretend you are a film-maker. Create a pitch for a movie of “The Most Dangerous Game”. Explain which scenes you would keep, which you would change, and WHY. Choose actors to play Ivan, Rainsford, and General Zaroff. Explain why you would choose those actors. Where would you film the movie? Why?

Option 3: Create a map of Ship-Trap Island:

Design a map of Zaroff’s island. Your island must have the following items:

- Title of project
 - Detailed, neat, creative, and accurate portrayal of Ship-Trap Island, including all locations listed below. A quote from the text describing each location in detail. The quote should appear right next to the location, or create a key and have the quotes on a separate page.
 - Locations for the map:
 - The rocky coast where Rainsford was washed ashore
 - Zaroff's chateau with three exterior details from story
 - The tree where Rainsford spent the first night
 - The Malay man-catcher
 - The Death Swamp
 - The Burmese Tiger Pit
 - The springing tree trap
 - The cliff off which Rainsford jumped
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Option 4: Design a vacation brochure:

You must create a visually pleasing and effective brochure/pamphlet that persuades tourists to travel to your island. The travelers don't know it, but you are General Zaroff and intend to hunt the "guests." Your task is to persuade people to come to your island without scaring them away!

Include the following items:

- Description of the island, using quotes from the text.
 - Pictures of various places on the island.
 - Benefits of vacationing on the island.
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Option 5: Develop a survival guide:

Create a survival guide for unfortunate travelers who end up on Ship-Trap Island. How could someone survive General Zaroff's "game"?

Include information on the following topics:

- Traps- How to avoid them and how to create your own (Cite text evidence for this—Think about Rainsford! What did he do to survive?)
- Food- How to find food
- Equipment- What items do you need to survive? Remember that you have been shipwrecked on this island, so tell your audience how to create tools if they need to.
- Quick Tips- Give at least 5 tips that your person would be able to remember in a tough situation.