

Name _____
Teacher _____
Subject _____
Date _____

"THE MOST DANGEROUS GAME"
BY RICHARD CONNELL
CRITICAL THINKING QUESTIONS

DIRECTIONS: Read the short story, "The Most Dangerous Game" By Richard Connell. Annotate the short story as you read. On a separate sheet of paper, answer the questions provided. Remember to restate the question within your answer and to write in complete sentences!

LITERAL QUESTIONS: Answers can be pulled directly from the text. There is a "right" answer.

1. In which sea has Connell, the author, set Ship-Trap island?
2. How is Zaroff able to finance his life style?
3. If Rainsford wins the hunt what does Zaroff promise him?
4. What happened to Lazarus?
5. Where does Rainsford spend the first night of his hunt?
6. Why does Zaroff suggest Rainsford wear moccasins?
7. In your own words, answer one of the following prompts. Provide at least one in-text citation as evidence.
 - a) Describe Rainsford's character. Use STEAL.
 - b) Describe Zaroff's character. Use STEAL.

INFERENTIAL QUESTIONS: Answers need to be interpreted from information found in the text.

8. Answer three of the five questions provided.
 - ** Support your answer with specific evidence from the text.
 - a. What caused Rainsford to believe Zaroff knew he was hiding in the trees?
 - b. How does Zaroff stock his island with 'game'?
 - c. In spite of being hurt, Zaroff congratulates Rainsford on his 'fluky maneuver'. Why?
 - d. How do we know Rainsford is an exceptionally fit man?
 - e. What happened to General Zaroff at the end of the story? Why do you believe this?

EVALUATIVE QUESTIONS: Answers need to be developed from evaluating aspects of the text.

9. Answer two of the three questions provided.
 - ** Support your answer with specific evidence from the text.
 - a. Do you agree with Zaroff that instinct is no match for reason? Why or why not?
 - b. To what extent does the author use descriptions of Zaroff's looks to define his character?
 - c. How does Rainsford's attitude towards hunting change through the story?