

Title: The Most Dangerous Game 2

Date: November 1st, 2022

Length: 50 mins

Level: 5 (Upper Intermediate)

Notes:

Time	Stage	Aim	Prob./Sol.	Procedure	Interaction + Multiple Intel.	Material
5-7	Video	Show S a scene from the movie of the story	P-clip may not work S- describe the scene instead.	-Show clip -Ask S what literary device they used in the clip.	T-S	Slide with clip
15-20	Discussion Questions	Aim of this stage is to get students to start thinking more critically about the story the characters and the theme.	P- S may not have read the story (still) S- Pair/Group S up and try to keep them involved.	-Get S attention -Explain the purpose of the stage -Set S into groups (balanced) -pace room ask if there are questions. -After enough time get Ss thoughts on the questions	T-S S-S S-S&T inter/intra linguistic	Questions slide
10-15	Vocab review	Aim of this stage is to get students to review the vocab from previous lessons and prepare them for the quiz.	P- some S have seen the vocab before so may go by fast. S- prepare extra work/ allow students time to work on/ think about their assignment.	-Get S attention -Show S the vocab list and get them to match the vocab to the definition	Linguistic Inter	Vocab slide Vocab list

5mins	Feedback	Aim for this stage is to get students to fill out a feedback slip for the teacher.	P- some S may be missing S - get them to fill one out later.	-Get S attention -Hand out slips of paper for students to write in Explain s what they must do -one side what they like -other side what I can improve on	inter/intra Logic linguistic	Slips of paper
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Vocabulary:

1. Palpable
 - a. (adj) so intense as if it could be touched/felt (G)
2. Moist
 - a. (adj) slightly damp/humid (D)
3. Dread
 - a. (n) great fear/apprehension (I)
4. Weariness
 - a. (n) extremely tired (F)
5. Forbidding
 - a. (adj) unfriendly/threatening in appearance (H)
6. Quarry
 - a. (n) An animal pursued by a hunter (A)
7. Disarming
 - a. (adj) having the effect of reducing suspicion/hostility (J)
8. Condone
 - a. (verb) accept or allow (K)
9. Eludes
 - a. (verb) to avoid or escape from danger (N)
10. Deplorable
 - a. (adj) something that is shameful or should be condemned (O)
11. Zealous
 - a. (adj) showing great persistence (L)
12. Shudder
 - a. (v) to shake uncontrollably (B)
13. Precariously
 - a. (adverb) in a way that is not secure and will fall or collapse (E)
14. Savagely
 - a. (adverb) in a forceful, violent, and uncontrolled manner (M)
15. Hoarse
 - a. (adj) voice sounding rough and harsh (C)

Questions:

- 1) Does the fact that the story takes place on an island contribute to the story? How?
- 2) What character flaw ultimately contributes to Zaroff's defeat? How did Zaroff lose?
- 3) What is the theme of the story? What books or movies have a similar theme? How do you know?
- 4) What story details or descriptions describe Rainsford? Zaroff? Compare and Contrast the two.
- 5) Do you think the story is a commentary on the ethics of hunting? Why or why not? What moral position could be drawn from the text?
- 6) What is "The Most Dangerous Game"? Does "Game" refer to the hunted ("game animals"), or to the competition between Rainsford and Zaroff? Or both? Does that change the meaning of the story?
- 7) Before Rainsford finds himself on Ship Trap Island, he discusses his feelings toward the game he hunts. Describe Rainsford's attitude towards his prey. Does he feel bad for the animals? How does he justify killing them? Explain.
- 8) Is General Zaroff a credible character? Could such a situation unfold in today's society? Why or why not?