Map “The Most Dangerous Game”

**Directions:**

As you read "The Most Dangerous Game," collect a list of "clues" from pages on which details of the setting are very important; you may have to reread the story closely, taking notes about these setting details.

Use a blank 8x11 piece of a paper to create a map of Ship-Trap Island. It must be colorful and include as much detail as possible. The map must include key landmarks pertinent to the short story. The landmarks must be labeled.

**[](http://images.google.com/imgres?imgurl=http://funkhundd.files.wordpress.com/2009/06/most_dangerous_game1.jpg&imgrefurl=http://funkhundd.wordpress.com/2009/06/04/the-most-dangerous-game-ernest-b-schoedsackirving-pichel-usa-1932/&usg=__mkaerxlYfQD5grNSRFN0XWniBE4=&h=656&w=423&sz=98&hl=en&start=1&sig2=vsXooJJoWvjrUvtQebB1Xg&um=1&tbnid=QCXc7pr3qJCvrM:&tbnh=138&tbnw=89&prev=/images%3Fq%3Dmost%2Bdangerous%2Bgame%26hl%3Den%26safe%3Dactive%26nfpr%3D1%26um%3D1&ei=Tu4oS9vMFY-Vtgfa04DWBQ)Ship-Trap landmarks:**

Your map must include the following:

* shore where Rainsford swam ashore
* General Zaroff’s palatial chateau (remember it is surrounded by cliffs on how many sides?)
* Malay Mancatcher
* Burmese Tiger Trap
* Sapling Trap where Ivan dies
* Death Swamp
* Zaroff’s hounds
* Compass Rose

***Map of Ship Trap Island Rubric***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **5 - Excellent** | **4 - Good** | **3 – Adequate** | **2 – Needs Work** |
| Colorfully illustrated |  |  |  |  |
| Effectively labeled including a clear, useful key |  |  |  |  |
| Neatness & Effort |  |  |  |  |
| Accuracy – true to the story & well-justified |  |  |  |  |

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