

Short Story Unit: Test Review

For this test you will need to study the following items:

- Narrative Elements Notes
- "The Most Dangerous Game" Discussion Questions (GDocs)
- "The Most Dangerous Game" Quiz (Quia)
- "Games People Probably Shouldn't Play" (GPPSP)
- How to Address a Short Answer Prompt
- Games of Hunting
- Identifying a Hero (*Boundin'* & "MDG")

Characterization: In your own words, describe the following ***characters, their personalities, and their significance in the text.***

1. Sanger Rainsford

2. Whitney

3. General Zaroff

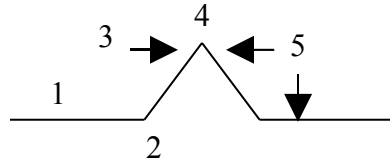
4. Ivan

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Narrative Elements: Complete the following tasks. **Be able to apply these terms to the texts that you've studied in class as well as ones you've never seen before.**

5. Plot Diagram:

- Label the following plot diagram.
- Then, define each plot element.
- Finally, explain what happens in "The Most Dangerous Game" for each element.



A.Exposition

B.Inciting Incident

C.Rising Action

D.Climax

E.Falling Action/Resolution

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6. Using complete sentences, briefly explain Rainsford's view of hunting at the beginning of the story. Then, compare it to his view of hunting at the end of the story. Describe any change that may have occurred in this view and explain what caused it.

7. Explain the major **conflict** in "The Most Dangerous Game." Is this an internal or external conflict? Explain.

8. Name and describe the **protagonist** and **antagonist** of "The Most Dangerous Game."

9. Explain what **mood** the setting of "The Most Dangerous Game" creates.

Hero Cycle: In your own words, explain the following concepts. **Be able to apply the concepts to the texts that you've studied in class as well as ones you've never seen before.**

11. Heroes are often have unusual or mysterious backgrounds.

Name (print) _____ Block _____

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12. Heroes are neither fools nor invincible.
13. Heroes are called upon to make a journey or to follow a goal or quest.
14. The hero's way is not always direct or clear to him.
15. The hero's way is beset with dangers, loneliness, and temptation.
16. Many quest tales supply friends, servants, or disciples as company for the hero.
17. The hero has a guide or guides.
18. The hero experiences a symbolic **death** and **resurrection**.