

Active Reading: Making Predictions

The Most Dangerous Game

focus for reading: What characteristics make a good hero or villain?

Directions: Pause at each of the places indicated within the chart to make a prediction about what will happen next.

| | Prediction | Reason(s) for Prediction |
|--|------------|--------------------------|
| 1. Page 39: before reading (based on title) | | |
| 2. Page 42: first column – after "...closed over his head." | | |
| 3. Page 43: end of page | | |
| 4. Page 47: end of page | | |
| 5. Page 51: first column - after "I hope you have a good night's rest." | | |
| 6. Page 52: bottom of second column - after "about his waist..." | | |
| 7. Page 56: first column - after "Death swamp and its quicksand." | | |
| 8. Page 57: first column - after "Then he leaped far out into the sea..." | | |

Most Dangerous Game Vocabulary:

Use the definitions below to write your own individual sentences using the vocabulary words. Make sure that the meaning of the word can be derived from the context of the sentence.

1. amenity - something that adds to one's comfort or convenience

2. condone - to overlook, forgive, or disregard

3. elude - to escape, especially by means of daring, skill or cleverness

4. imperative - absolutely necessary

5. scruple - an uneasy feeling arising from one's conscience or principles

6. tangible - capable of being touched or felt, having actual form or substance

7. uncanny - so remarkable as to seem supernatural

8. zealous - intensely devoted and enthusiastic