**“The Most Dangerous Game” by Richard Connell**

**Target Skill** – Creating graphic organizers for focused note-taking

Create a detailed graphic organizer that depicts **ONE** of the following:

* How Rainsford’s character has changed from the beginning to the end of the story.
* How the setting is both a help and a hindrance for Rainsford.

You MUST include quotes from the story in your graphic organizer.

The following are examples of what graphic organizers might look like:

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| **GRAPHIC ORGANIZER RUBRIC** |
| **Criteria** | **4** | **3** | **2** | **1** |
| Organization | Extremely well organized. Order &  structure of information is compelling and flows smoothly. | Organized. Structure allows reader to move through content without confusion. Flows smoothly | Somewhat organized structure allows reader to move through some of the content without confusion. Flow is sometimes interrupted. | Poorly organized. A clear sense of direction is not evident. Flow is frequently interrupted. |
| Content | Thorough and insightful understanding of content. Quotes are used to support. | Complete understanding of content. One quote is used to support. | Shows some understanding of content. Quotes are not used to support. | Shows incomplete understanding of material. |
| Creativity | Clean design; high visual appeal; symbols/graphics used effectively. | Design is fairly clean, with a few exceptions; diagram has visual appeal; symbols/shapes are used. | Cluttered design; low in visual appeal; symbols/shapes are not used. | Shows minimal critical effort. |
| Ideas | Insightful and well considered ideas making multiple connections. | Ideas are  considered; more than one thoughtful connection is made. | Ideas are somewhat on topic; makes some connections. | Ideas are unclear; few connections are made. |