

Prompt: How does Connell use foreshadowing?

Speaker ✓  
 Occasion ✓  
 Audience  
 Purpose ✓  
 Subject

Claim Statement (Topic Sentence): In <u>Richard Connell's</u> short story " <u>The Most Dangerous Game</u> ," the author uses foreshadowing <u>to create a suspenseful mood.</u>	
Evidence: Use a lead in and parenthetical documentation. When Rainsford finds himself on the ominously named "Ship trap Island," he hears "the sound of an animal in an extremity of anguish and terror" (Connell 218).	Interpretation: 1. The author leaves the reader wondering what happened to cause the scream, though the reader can assume it is in pain. This foreshadows the hunt between Zaroff and Rainsford.
Evidence: Use a lead in and parenthetical documentation. When Rainsford argues with Zaroff that no animal can reason, Zaroff responds, "There is one that can" (Connell 225).	Interpretation: 1. The reader's mind considers which animal can reason, eventually understanding Zaroff means humans. 2. Suspense is created when Zaroff hints at hunting Rainsford.
Conclusion: The foreshadowing used creates a mood of Suspense in Connell's "The Most Dangerous Game."	