

Prompt: How does Connell use foreshadowing?

Speaker -  
Occasion -  
Audience  
Purpose -  
Subject

Claim Statement (Topic Sentence):  
In Richard Connell's short story "The Most Dangerous Game," the author uses foreshadowing to create a suspenseful mood.

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. Connell creates suspense by suggesting an animal has been harmed by gunshot.  
2. The screams foreshadow the hunt between Zaroff and Rainsford.

Evidence:  
*Use a lead in and parenthetical documentation.*  
Later, when Rainsford and Zaroff argue about animals being able to reason, Zaroff claims, "There is one that can" (Connell 225).

Interpretation:  
1. The reader wonders which animal can reason, eventually realizing it is humans.  
2. The reader can also assume that Zaroff is hunting humans and Rainsford will be next.

The suspenseful mood is created by Connell's use of ominous foreshadowing.