**The Most Dangerous Game**

Ship-Trap Island Project

**Objective**: Each student will design a replicate of Ship-Trap Island.

**Requirements**:

* Students can use any material to design their islands as long as they are

 school appropriate. If you are not sure, please ask.

* Possible Ideas:
	+ Traditional Map/Drawing (1 dimensional)
	+ Paper Mache
	+ Building Materials
	+ Game Board (3 dimensional)
	+ Legos/Building Blocks
	+ Food – Cake, Candy, Pasta, etc.
	+ Toys
	+ Clay or Play-Doh
	+ Fake or real “jungle” terrain (Wal-Mart/Hobby Lobby sells vines)
	+ See previous projects on Mrs. Strenge’s website
* Students must include the following somewhere (visible) on their proejcts:
	+ Project Title: Ship-Trap Island
	+ A Compass
* Students must include the following areas on their island:
1. General Zaroff’s “palatial chateau” (surrounded on 3 sides by a high

 cliff) – Labeled

1. Cove (death dive) you must be able to view the castle from this point

 - Labeled

1. Death Swamp (SE corner of the island) & quicksand - Labeled
2. Malay Man-catcher - Labeled
3. Burmese Tiger Trap - Labeled
4. Sapling Trap (where Ivan dies) – make a mini model of a knife - Labeled
5. Jungle Landscape (with appropriate creatures)
6. Lighthouse or something similar to it - Labeled
7. Sea with jagged rocks to sabotage ships
8. Characters – Rainsford, General Zaroff, Ivan, the hounds - Labeled

**Grading**:

* Based on 120 point rubric

**Due Date:**

* Thursday, November 2nd – Names need to be put on the bottom of the

projects. There will be a prizes for the top three (free homework coupons).