Based on

**The Hunger Games**
By Suzanne Collins

**About the Book:**
This story takes place in the futuristic nation of Panem that is located in the ruins of what used to be known as North America. This nation has a shining capitol city that is surrounded by 12 outer districts. Each year the ruling Capitol hosts a cruel and barbaric game in which one boy and one girl between the ages of 12 and 18 are chosen from each of the 12 districts and are forced to participate in a survival challenge. There is only one winner and that is the person who is left alive … and the entire event is televised.

In *The Hunger Games*, 16-year-old Katniss becomes a contender by stepping in to take her younger sister’s place and finds that she has to start making choices that will measure survival against humanity and her life against the life of someone she loves.

**Set the Stage:**
Use the following to get the students ready to read:

- Talk about how this novel takes place in a futuristic North America where the country is made up of one wealthy city and 12 poor districts that have a specific purpose to fulfill the needs of the city. One district might provide coal, while another provides fish.
- Talk about how this is all done in a dictatorship. Discuss how the citizens are forced to provide an abundance of riches to the Capitol while they live in near-starving conditions.
- Now talk about how the Capitol goes so far as to hold televised games that the citizens are forced to participate in and that the games are a fight to the death.

**Suggestion:** Read aloud to the class Shirley Jackson’s short story *The Lottery*. This will definitely set the stage.

**Review:**
After reading the book, discuss the following:

- Why did Katniss enter the games even though she wasn’t picked?
- Describe the nation of Panem.
- What started the tradition of the Hunger Games?
- What is the purpose of these games?
- Who is chosen to participate?
- Why does Katniss go into the woods beyond the barrier of District 12? And who does she meet there?
- What is the origin of the Mockingjay?
- What happens on Reaping Day?
- What is so special about Katniss’s costume in the opening ceremonies? And why was this themed costume created for her?
- How do the remaining contestants know when another has died while the games are in session?
Student Activity (found on the last page of this PDF):
Students will participate in a classroom trivia game and discuss the motivations of winning.

Related Activities:
To extend the students’ enjoyment of the book, try these:

• Divided We Stand: Divide a North American map into 13 districts. They can vary in size depending on what they need to provide to the Capitol. Place the Capitol where you think it might be located then determine the number of each district and what it supplies. These are the resources that the following districts supply according to the book.
  District #1: Luxury Items (Gold/Diamonds)
  District #3: Factories
  District #4: Fishing Industry
  District #8: Textiles
  District #11: Agriculture
  District #12: Coal Mining
And District #13 has been destroyed and lies barren with nuclear waste.
Try to figure out what the remaining districts could produce. Example: If the Alaska/Yukon area were a district, perhaps they would supply furs.

• By Comparison: As shocking and barbaric as the Hunger Games seem, they are quite similar to the times of the Roman Empire and the gladiators.
  Have the students make comparisons of the Hunger Games society and customs to:
  ▶ The Roman Empire and the gladiators of the Coliseum
  ▶ The Marathon Dances during the Depression Era
  ▶ A slave plantation
  ▶ Modern-day television games such as Survivor

• A Horse of a Different Color: In Hunger Games, there are creatures called Mutations (Mutts). These are animals that have been genetically altered to create an animal that could be used as a weapon. Two examples of this are the Jabberjay (which later mated with the mockingbird to become the Mockingjay) and the Tracker Jackers (killer wasps).
  Have the students create five “animal weapons.” Encourage them to choose animals from a variety of groups (birds, mammals, insects, etc.). Have them describe what the new animal looks like and what purpose it has as a weapon. They can illustrate one or all if they choose.
Let the Games Begin
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The Hunger Games is a book about just that—an annual game held to entertain ... a game that both spectators and participants will hunger over. While spectators hunger for the thrill and excitement of the chase, the participants hunger for survival. What makes these games what they are is what’s at stake. Engage the students in this classroom game and discuss how things might be different if the stakes were different.

How would the game be played if:
• The winner wins for the sake of the game. You are labeled “the winner.”
• Money prizes were involved.
• Money prizes come from the losers’ pockets.
• Winner and team get a day off from school.
• An assignment is created that winner and team don’t have to do but everyone else does.
• Winner and winning team get to live while everyone else dies.

The Game
Have students create the following game pieces. They can be elaborate if necessary or just plain. They can use index cards.

District Cards:
• Take a quantity of cards equal to the number of students and divide them into four piles. (It’s alright if they don’t come out evenly.)
• On the cards in the first pile, write on each: “District #1.”
• On the cards in the second pile, write, “District #2,” on the third, “District #3,” and on the fourth, “District #4.”
• On one card from each district (pile) add the words “Chosen Player.”

Sponsor Credits: Take another quantity of cards that equal the number of students and write “Sponsor Credit.”

Start the Game: Have a “reaping,” where every student picks from the shuffled and face down District Cards. Based on what they pick, they can now get together in their teams (Districts). One from each team should be holding the card marked “Chosen Player.” Each student is also handed one “Sponsor Credit.”

Now the game itself can be anything from a spelling bee to trivia questions (preferably based on the book The Hunger Games). It can even be math problems or science questions. It can be anything that requires an answer from the player.

If the player cannot answer a question, he/she can hand in their one “Sponsor Credit” card to the instructor and get the answer to stay in the game. OR if someone from their team can answer the question, they can hand in one “Sponsor Credit” and give the answer to their team player to keep him/her in the game.

Once the credits are all used up by a team and their player cannot answer, they are out. The last member standing wins for him/herself and their team and … they get to live (or receive a pre-determined prize).