

## **Bridge Transitions**

Paragraph #1 Topic = Foreshadowing builds suspense.

Paragraph #2 Topic = Imagery builds suspense.

Paragraph #1

When Rainsford arrives on the island, his initial experiences build suspense by foreshadowing the danger that lies ahead. First, both Rainsford and the reader experience confusion when he finds an area where a hunter took down large game with “a light gun” (4). By hinting that unusual hunting is happening on the island, the author builds tension about the trouble Rainsford may face. Later, at dinner, the suspense continues when General Zaroff does not immediately explain what type of animal he is hunting. Zaroff’s vague words, “I had to invent a new animal to hunt,” continue to puzzle both Rainsford and the reader (9). Through foreshadowing, the suspense builds and builds until the big reveal that Zaroff will in fact hunt Rainsford.

Bridge #1 to Second Paragraph

Connection Point? \_\_\_\_\_

During the hunt, Connell begins using vivid imagery to create suspense.

Bridge #2 to Second Paragraph

Connection Point? \_\_\_\_\_

As Rainsford becomes the unexpected type of hunted animal, Connell adds vivid imagery to the story to create more suspense.

Bridge #3 to Second Paragraph

Connection Point? \_\_\_\_\_

After Rainsford’s initial suspenseful experiences, Connell adds the vivid imagery of the hunt to raise the tension.

Bridge #4 to Second Paragraph

Connection Point? \_\_\_\_\_

Moving beyond the early foreshadowing and confusion, Connell changes methods and begins using vivid imagery to create suspense.