



The Hunger Games

By Suzanne Collins

Teacher's Guide
By A.L. Satterfield



LIVING
LITERATURE
SERIES

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Synopsis

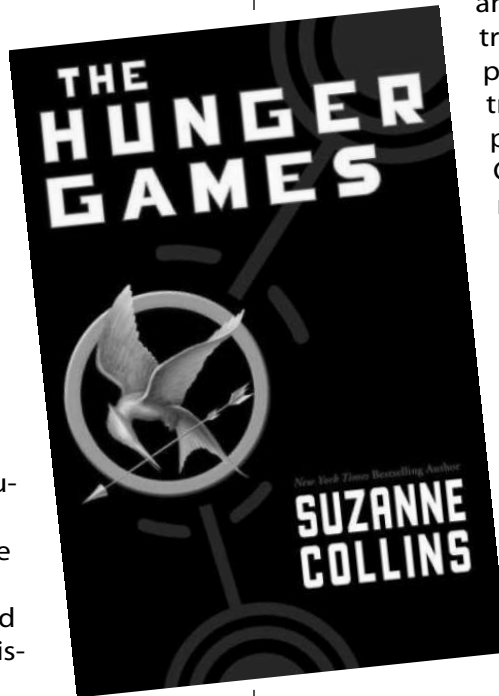
PART I: "THE TRIBUTES"

Chapter 1

The first chapter introduces the book's heroine, Katniss Everdeen, and the cruel dystopia in which she lives sometime in the distant future. Sixteen-year-old Katniss became the primary breadwinner in her family after her father, a coal miner, died in a mine explosion when she was eleven. The other members of her family are her mother (an apothecary) and her younger sister, Primrose. The trio live in "Panem," a country that rose from the ashes of what was once North America. Many years before, after a series of calamities—storms, droughts, wildfires, and encroaching seas, followed by civil war—a technologically advanced and affluent ruling class arose and installed itself in the main city, known as the Capitol, somewhere in the Rocky Mountains. The government carved the remaining land into thirteen districts, which it ruled with an iron hand. Seventy-four years before the action in the book, there was an uprising led by District 13. The central government ruthlessly put down the rebellion, reducing District 13 to smoking rubble and killing the inhabitants. The remaining twelve districts live in total subjection to the government, although at different levels of affluence, depending on their economic output. Kat and her family live in District 12, nicknamed the Seam, a dirt-poor area whose primary economic activity is coal mining. We later learn that the Seam includes what is now known as Appalachia.

The novel opens on the day of the "reaping" for the seventy-fourth annual Hunger Games, an event

designed to humiliate the remaining districts and remind them of the danger of rebellion. It is a human sacrifice masked as an elaborate annual festival/reality television show: two adolescents from each district, a boy and a girl, are chosen as "tributes." They are shipped to the Capitol, where they are fed and trained and feted, only to be forced to fight to the death in week-long televised survival "games." The last contestant alive brings "honor" and, more importantly, food and other benefits, to his or her district. Food is critical, since most people, especially in the poorer districts, are merely subsisting—their produce mostly shipped to the Capitol—and starvation is common.



The reaping is conducted through a lottery system in which all boys and girls between the ages of twelve and eighteen must participate. Although the lottery is supposedly egalitarian, everyone knows the odds favor the wealthy, since poor teens like Katniss are often forced to trade extra chances for extra food allotments to support family members. These allotments are called *tesserae*. Every year since

she has been eligible for the reaping, Kat has received a tessera for herself and each family member, so that at age sixteen, she now has twenty chances to "win" the lottery; without the tesserae, her name would only be in the drawing four times. (Her friend Gale, older and with a bigger family to feed, has forty-two chances to "win.") Today is the first reaping where Kat's beloved little sister, Prim, will be eligible, but Kat is unworried since Prim's name is only in the lottery once. Anyone who is chosen faces poor odds against tributes from the richer districts, where youngsters are well-trained and well-fed. In the seventy-four years of the Hunger Games, District 12 has won exactly two times.

Reaping day is a national holiday, so Kat doesn't have to go to school. Instead, she wakes up early to go hunting with eighteen-year-old Gale, her best friend and hunting partner. The two have been friends for years, ever since Kat began hunting in the forest outside town to provide more meat for the family. Now, they are business partners, doing a brisk trade in the village in poached meat and gathered fruits and vegetables. Their hunting and gathering in the woods is technically illegal, but as long as they don't advertise, everyone turns a blind eye, since extra food is always in demand, even for the local officials.

Gale is handsome as well as smart, and could get any girl in the village he wants, but he wants the emotionally unattainable Kat. Kat, however, is completely oblivious to Gale's romantic feelings and overtures. Due to her traumatic childhood and her relentless struggle to survive, she thinks she never wants to marry or have children, and regards his dreams of running away together as nearly incomprehensible. Unlike Gale, who frequently rails against the terrible injustice of the Capitol regime, Kat has no interest in politics and no political sensibility, beyond acknowledging that life is unfair.

The reaping occurs in the evening in the village square, and is presided over by the mayor (whose daughter, Madge, is Kat's unlikely school friend). Everyone is required to attend, just as all will be required to watch the Hunger Games when they are televised live. The district's representative from the capitol, the jarringly bubbly Effie Trinkett, is there as well, as is the only surviving District 12 winner of the games, a middle-aged drunkard named Haymitch Abernathy. Kat is apprehensive, but reassures herself that her beloved Prim stands little chance of being chosen. However, when the names of the girls are drawn, Kat is stunned to hear the name: Primrose Everdeen.

Chapter 2

A frantic Kat volunteers in Primrose's place, and after some quibbling about protocol, she is allowed to be Prim's substitute. Kat's decision earns the respect of the crowd, who refuse to clap despite Effie's urging and instead salute, in a nationally televised show of support for Kat and defiance against the government. The salute is one typically given to the beloved dead at funerals—a

gesture of honor and farewell. Kat struggles not to show weakness by crying in front of the crowd, and is grateful when Haymitch steals the spotlight by toppling drunkenly off the stage. The choice of the male tribute shocks and saddens Kat: it is Peeta Mellark, the baker's son, who once risked a beating to sneak fresh loaves of bread to Kat when she was an eleven-year-old orphan trying desperately to find food for her family. In a flashback, Kat remembers this dark time, before she had learned to hunt and gather, when Prim was too little to help and their mother had become catatonic with grief; Peeta's gift literally kept Kat's family from starving to death. Kat worries for Peeta, who, although large and strong, is not a fighter. She knows that one of them must die for the other to win, and consoles herself that she is unlikely to be the one to deal the killing blow to Peeta. Unlike Kat, Peeta's older brother does not volunteer to take his place.

Chapter 3

Kat and Peeta are escorted to the Justice Building, where they will be held until they travel to the Capitol by special train the next day. She receives several visitors, including her family, Madge, and Gale. Madge gives her a gold pin depicting a mockingjay—a symbol of rebellion; Gale advises her to obtain a bow and arrow for the games, since she is an expert shot. Perhaps the most surprising visitor is Peeta's father, who brings her cookies.

The next day, Kat and Peeta begin their train journey, accompanied by Effie Trinkett and Haymitch. The two tributes have sumptuous quarters with complete wardrobes, and are fed delicious gourmet meals; unaccustomed to such rich food, they both nearly become sick after the first meal. At dinner, they are amused when the drunken Haymitch vomits in the dining car, but their mood becomes somber after an angry Effie informs them that Haymitch is to be their trainer and their sole link to the all-important sponsorships that will help determine whether they get enough food during the games.

Chapter 4

To Kat's relief, Peeta offers to get Haymitch cleaned up, and they all turn in for the night. Once she's in her room, however, Kat is assailed by loneliness and doubts. She is becoming especially wary of Peeta, whom she suspects of being kind in order to gain a psychological advantage over her. Kat is

determined to remain tough so she can survive, and to underscore this decision, she throws the cookies from Peeta's father out the window. However, they hit the ground near some dandelions, prompting another flashback to the day after Peeta's gift of bread, when Kat realized she could keep her family alive by gathering food in the forest. Back in the present, Peeta begins to show some toughness, demanding serious training and management from Haymitch. Haymitch agrees, on condition they leave him alone otherwise. His first lesson: they must accept any changes in their appearance suggested by their stylists. As they pull into the Capitol, Peeta waves engagingly to the crowd. Kat wonders if she's underestimated him.

Chapter 5

At the Capitol, Katniss is ushered into the "Remaking Center" for grooming and an image consultation. After hours of cleaning, buffing, and hair removal, she meets Cinna, her stylist, who surprises her by being a person of true artistry and vision. Unlike the prep team, who have undergone strange plastic surgeries and skin-dyeing to conform to Capitol fashions, Cinna is understated and "normal"-looking. Opening ceremony outfits are supposed to reflect the tributes' districts, so Katniss and Peeta will have costumes that employ artificial fire to make them appear to be burning, like coal. Cinna also commands the pair to act like friends, a departure from protocol. At the opening ceremonies, Kat and Peeta dazzle with their flaming costumes, winning the audience over when they hold hands for the entire chariot ride. They are giddy as they finish the procession: they're a hit.

Chapter 6

For the duration of the games, Kat and Peeta will live with the other tributes in the sumptuously appointed Training Center. Effie is bubbling with enthusiasm for their opening ceremony performance as she escorts them to their quarters, and she vows to work hard to get them sponsorships. At dinner the first night, Kat is dining with Cinna, Effie, Haymitch, Portia (Cinna's assistant), and Peeta when she recognizes the table servant, a beautiful redheaded girl. Although Kat doesn't reveal it, she and Gale once saw this girl and her brother running in the woods, attempting unsuccessfully to escape from a Capitol tracking hovercraft; Kat has always wondered if she could have saved the pair. The boy was killed; the girl is now an Avox, a slave

whose tongue has been cut out as punishment for treason. Speaking to an Avox, except to deliver an order, is forbidden; they are outcasts. The others insist Kat couldn't possibly know the Avox, and Peeta saves Kat from a social disaster by claiming the slave looks just like someone from home. The adults at the table relax, and the dinner resumes. Later, on the roof (where they have gone so they won't be overheard), Kat tells Peeta the true story. Peeta, like Gale before him, assures Kat there was nothing they could have done. Peeta also subtly quizzes Kat about her relationship with Gale; he learns that despite their similar appearance, Gale and Kat aren't related, and that Gale visited Kat after the reaping. Peeta seems surprised to learn that his father also visited Kat. He reveals that his father knew Kat's mother when they were in school, and that he has always liked Kat and Prim. That night, when the Avox comes to her room to collect laundry, Kat wants to apologize to the girl, but is afraid to speak for fear of bringing her even more trouble. Kat falls asleep pondering the cruelty of the state, and wondering if the red-haired Avox will be glad to watch her die.

Chapter 7

The next morning, the first day of training, Kat is awakened by nightmares. She thinks about her family—their struggle for survival, and how important her own performance in the games will be for them. She dresses in the simple clothes laid out for her and goes early to breakfast, where she fills up on delicious food. She is annoyed to discover that Cinna has dressed Peeta identically. (She discovers later that she and Peeta are the only ones dressed alike.) At breakfast, Haymitch asks if they want to be trained together or separately. They choose to train together. When asked, Kat admits to being a "pretty good" shot, but Peeta asserts she is excellent. His praise annoys Kat, who thinks it's a trick; she tells Haymitch that Peeta is strong and a good wrestler. Peeta compliments Kat, saying she doesn't know "the effect she has" on others, but Kat takes it as an insult meant to imply she is weak. Haymitch instructs them to continue acting like friends. The two practice all morning with the other tributes while the Gamemakers observe; then they eat lunch, where they meet Rue, a tiny, adorable girl from District 11 who only weighs about seventy pounds and reminds Kat of her sister. The sight of her fills Kat with bitterness, as she knows she may be obligated to kill Rue. Rue

becomes their shadow, following them around to the various stations during practice.

The training routine continues for several days, with Effie and Haymitch grilling Peeta and Kat during meals and at night, talking strategy. Finally, on the third day, the Gamemakers begin calling tributes for private sessions to analyze their skills. Peeta and Kat are the last to be called. When Kat's turn comes, she gives an admirable demonstration of her skill with a bow and arrow, but becomes angry when she sees that the Gamemakers are paying more attention to a roast pig on the banquet table than they are to her. Impulsively, she shoots the apple out of the pig's mouth, then takes her leave of the stunned Gamemakers after thanking them for their consideration.

Chapter 8

Kat is distraught as she rides the elevator to her room, convinced she has thrown away her chances in a moment of anger. She waits for guards to take her away, but they don't appear. She fervently hopes her family won't be punished as well. She refuses to come out when Haymitch and Effie bang on her room door. Tonight is the night when the Gamemakers will score contestants from one to twelve. A seven or above is considered good.

At dinner, the others get the story out of Kat, but Haymitch reassures her that she'll probably just "get hell" in the arena for her audacity, and the government likely won't bother her family at all. Kat cheers up and enjoys the meal. After dinner, they watch the scores on television. District 12's scores are announced last. Peeta gets an eight—a very good score; and, to her shock, Kat gets an eleven. After this triumph, Cinna tells her the dress for her upcoming interview will be stunning. The next day, Sunday, will be spent preparing for the televised interviews. At breakfast, Haymitch drops a bombshell: Peeta has asked to be coached separately after all.

Chapter 9

Kat is torn between relief and feelings of betrayal. On balance, she is glad she will no longer have to pretend they aren't adversaries. The remainder of the day will be devoted to preparing for the televised tribute interviews, in which each tribute gets three minutes with television personality Caesar Flickerman. The interviews are vitally important to

success, since their goal is to win the sympathy and support of the viewing audience and any potential sponsors.

Kat's coaching with Effie is on physical presentation, such as projecting a positive image and wearing high heels. It doesn't go well. The content session with Haymitch is even worse. Kat is unable to conceal her loathing for the games and her audience, and Haymitch tells her she is charmless. At dinner, Kat eats in her room, then takes out her anger by throwing a tantrum with the dishes. She is ashamed when the red-headed Avox appears later, and she helps her clean up the mess. She asks the girl's forgiveness for not saving her, but the Avox is kind, indicating she doesn't blame Kat.

Cinna and the rest of his team spend the entire next day preparing Kat for the evening's presentation. They transform her into a radiant vision in an amazing, shimmering dress. Before the interview, Kat confesses to Cinna her inability to charm. Cinna tells her to pretend she's talking to him instead of revealing herself to strangers. It works: when Kat's turn comes around (second to last, just before Peeta), she seems innocent, adorable, and girlish, and manages to win over both the interviewer and the audience. She is triumphant. However, her feeling of security is shattered when Peeta comes on next. He completely charms everyone with his easy humor, and then drops a bombshell: he is in love—with Kat.

PART II: "THE GAMES"

Chapter 10

Peeta has completely won over the crowd, but Kat is furious, thinking Peeta's confession has somehow made her look weak. However, the others convince her that Peeta did her a favor: now she seems desirable, and she'll have a much easier time getting sponsors. Peeta is bitter: he was telling the truth, while all she thinks about is survival. The games start tomorrow, and Haymitch offers his parting advice: avoid the first event, the Cornucopia—the stronger tributes will use it as an opportunity to pick off weaker ones. Instead, run as far away as possible, find water, and stay alive. From here on out, Effie and Haymitch will be at the game headquarters, signing up sponsors and working out strategies for getting supplies to Kat and Peeta.

That night, unable to sleep, Kat heads for the roof, where she encounters a still-angry Peeta. He tells her he doesn't expect to win, and confesses bitterly that his own mother thinks Kat has a better chance. His goal is simply to die with dignity, to acquit himself well, to show he isn't just a pawn but a human being. Kat regards this as high-flown nonsense; she wants to survive more than anything. The next day, Cinna helps Kat dress for the games. He stands by as a game official puts a tracking implant into her arm, and he holds her hand in the hovercraft before the drop-off in the wilderness. As a token, he gives her the mocking-jay pin, which he had retrieved from her old clothes. Finally, head held high at his urging, she walks out into the arena.

Chapter 11

The Cornucopia is arranged so that the closer one gets to the dangerous center, the better the supplies are. Despite Haymitch's advice, the sight of a silver bow and arrow tempt Kat to take the chance. However, she is startled to see Peeta shaking his head, and misses her chance to grab the weapons. Inwardly cursing Peeta, she makes a grab for some supplies at the edge, including a backpack for which she struggles with another tribute, a boy. Suddenly, he coughs blood on her, knifed in the back by the girl from District 2, who is now aiming a throw at her. Kat runs into the woods, using the backpack as a shield, and is triumphant when the backpack catches the useful knife.

Despite the danger, Kat feels better in the woods. Her pack contains many useful items, including iodine and a sleeping bag, but lacks a critical resource: water. Kat treks through the woods, noting the presence of game and continuing to search for water. In the afternoon, the cannons go off, signaling the first deaths. Finally she stops for the night. After setting snares to catch rabbits, she finds a secluded willow tree to sleep in, then ties herself to the trunk with a belt. At night, the Capitol broadcasts the death recap on a giant screen. She is surprised to see one of the Career tributes is already dead, and relieved that Peeta isn't. After resting for a while, she is outraged when another female tribute lights a campfire several hundred yards away. Kat is fuming about this move—tantamount to sending up a flare—but before she can act, a pack of Career tributes arrive and attack the other girl, then move away.

However, the death cannon has not gone off—the girl must still be alive. She hears one of the group volunteers to go back and finish her off. To Kat's shock, the voice belongs to Peeta.

Chapter 12

Kat is outraged that Peeta has allied with the vicious, arrogant Careers; she can also see that he has been badly beaten and is limping. When he leaves, the others discuss whether to kill him, but decide to let him live for now, for his knife skills and so he can lure Kat out of hiding. Clearly, Peeta has been hiding things—his knife skills from Kat, and Kat's bow-and-arrow skills from the Careers. Finally, Peeta returns, the cannon sounds, and the Careers run away. After they leave, Kat puts on a show of amusement for the cameras; she wants to show that she is in control, and that Peeta's defection is all part of the plan. She snares a rabbit, cooks it over the dead girl's fire, and takes off in the opposite direction from the Careers. She wonders how Peeta's apparent defection has affected sponsorship opportunities. Meanwhile, dehydration is taking its toll, and Kat has a close call when she nearly eats poisonous berries for their juice. She wonders why Haymitch has been withholding water. Finally, she realizes it must be because he knows there's some nearby. She is saved. After getting rehydrated, she takes a nap, but is awakened several hours later by an encroaching forest fire.

Chapter 13

Kat runs ahead of the fire, following the trail of a pack of wolves. It is clear that the fire has been deliberately set—an attempt to “mix it up” on the part of the Gamemakers. She seems to have reached safety, only to find herself under attack: the Gamemakers are launching fireballs at her from a remote location. Although she survives, she sustains vicious burns on her calf and hands. Sickened by the noxious smoke and in agony from the burns, she stumbles into a spring-fed mountain stream, which offers temporary relief for her injuries. However, she knows her respite will be short-lived, and she is right: the Career tributes and Peeta reappear.

Kat climbs a tall tree ahead of the tributes, one of whom has the bow and arrow she covets. The odds against her are poor, but she has the advantage of being much lighter than her attackers, who fail to reach her as she heads for the topmost

branches. She even shows her spirit by taunting one of the Careers, a brutal boy named Cato. As night falls, she hears Peeta advise that they wait till morning to kill her. She straps herself into her sleeping bag, but is in too much pain to sleep. Suddenly, she sees a pair of eyes watching her from a nearby branch. They belong to Rue, the tiny tribute who had shadowed Kat and Peeta during practice. Rue noiselessly points above their heads.

Chapter 14

Looking up, Kat spies a wasp's nest containing "tracker jackers," one of the Capitol's horrific "mutations" (mutations), or "mutts"; their highly poisonous venom causes plum-sized welts and hallucinations, even death if they get in enough stings or if the victim fails to pull out the stingers. As she and Rue wordlessly concoct a strategy of sawing off and launching the nest, Kat gets her first tribute gift—a pot of ointment that instantly relieves the pain of the burns and causes the skin to heal. She is tremendously grateful to Haymitch for the gift. After a brief pause, she forces herself to climb up to the nest and saw off the branch, which she launches into the group on the ground, sustaining several stings to her cheek in the process. Peeta and several others immediately run back to the water to avoid the wasps, but a few of the Careers stay and are stung to death. Now woozy, Kat forces herself to climb down and retrieve the bow and arrow from beneath the body of a tribute so swollen she is unrecognizable. Just as Kat is finishing dislodging the weapon, Peeta reappears. With a horrified look on his face, he urges her to run before Cato returns. She does so until she comes to a depression in the ground, hidden in the woods. There, she succumbs to the venom. Her last thought before she passes out is that Peeta has saved her life.

Chapter 15

The tracker jacker venom is specially designed to target the brain's "fear centers." As the venom works its way through her system, Kat has endless nightmares featuring all her worst fears for herself and others, repeated in vivid detail. Finally, the nightmares end, and Kat awakens in the afternoon, stiff and sore. She has some water and a little honeysuckle nectar, then moves on, pondering recent events. With her bow and arrow, she shoots a strange bird. As she's preparing to roast it, she discovers Rue, who is spying on her from behind a

tree. She decides to invite Rue to join her in an alliance, and Rue agrees. Rue has knowledge of medicinal herbs, and she produces leaves for a poultice that heals Kat's stings. The girls talk about Rue's life in District 11, the agricultural district; the officials there are especially harsh, and punishments ranging from public floggings to execution are frequent.

The girls eat the delicious bird—Rue calls it a "groosling"—and share some roots Rue has gathered. Later, they divide their supplies and formulate a plan. Rue tells Kat that what she had thought were sunglasses from her supply pack are actually night vision glasses; Rue also introduces Kat to some edible berries with which she was not familiar. Shielding themselves so the Gamemakers can't hear them or read their lips, the girls also discuss what has transpired during the two days Kat has been unconscious, and Kat tells Rue how Peeta saved her. Rue has been spying on the Careers; they are now camped by the lake, and Peeta has left them. Two girls have died as well, leaving ten tributes left. Kat shares her sleeping bag with Rue, and is comforted by the snuggling of the small girl. Knowing she now has the tools to go on the offensive, Kat makes a plan to attack the Career tributes.

Chapter 16

Kat's plan involves destroying the Careers' food. Rue has filled Kat in about the Career camp's layout. Kat will approach the camp and figure out a way to destroy the food while Rue sets up a distraction—a series of smoky fires built from green wood. At the Careers' camp, Kat hides in a copse of trees, observing the remaining Careers and a small boy from District 3. The food is stacked out in the open in the Cornucopia, so Kat figures it must be booby-trapped somehow, although she can't see the trap. As she watches, the pack members head off to investigate Rue's fire. When they are gone, another tribute—the clever, agile girl Kat thinks of as "Foxface"—appears. She hops lightly from one spot to another on the path to the food, carefully picking her landing point, then steals a bit from each container to hide the fact that any is missing. Suddenly, Kat realizes that the path is booby-trapped with landmines; the District 3 boy must be an explosives expert. After Foxface leaves, Kat shoots a bag of apples suspended from the roof of the Cornucopia, setting off a chain reaction that activates the mines.

Chapter 17

The resulting initial blast knocks Kat backward and causes deafness in both ears; the damage in her right ear appears temporary, but the left has been injured and may be permanently affected.

Weakened by the blast and temporarily unable to walk, Kat continues to observe from the copse. When the Careers return, Cato throws a temper tantrum, tearing out his hair, beating the ground, and finally taking out his rage by killing the boy from District 3. Soon, the hovercraft comes to pick up the body. It is clear from their actions the Careers think whoever set off the blast died too, but that won't last after the death tally is posted in the evening. Kat hunkers down until this occurs. When the tally is posted, Kat is relieved that Rue is not on the list, but the Careers now know that whoever set the mines off survived the blast. The Careers strap on their night goggles and head back into the forest to hunt. Hidden for the night, Kat goes to sleep in the underbrush.

When she awakens, it is daytime, and the Careers have not returned. She makes her way back into the forest, looking for Rue. She realizes something is wrong when she comes to the site of the third planned fire—Rue has set it up but it hasn't been lit. Suddenly, she hears a mockingjay whistling a tune that Rue has taught it. Kat heads toward the song, then hears Rue cry out in the distance. Kat runs, but it is too late: Rue has been caught in a net and she is impaled by a spear.

Chapter 18

Rue has been speared through the abdomen by a boy from District 1; Kat instantly shoots and kills him. Tears streaming down her face, Kat comforts Rue as she dies, singing her a lullaby from District 12. She is filled with rage against the Capitol; she now understands Gale's ranting about injustice. Determined to make some gesture honoring Rue's life, Kat covers Rue's corpse with wildflowers and weaves them in her hair. She then salutes Rue and leaves before the hovercraft arrives.

As she prepares to make camp, Kat sees a silver parachute: another tribute gift. She opens it and finds a still-warm loaf of bread, which she recognizes as characteristic of District 11; Rue's people must have authorized Haymitch to give her the bread after Rue died. This is a first: a tribute gift to another district's tribute. Kat acknowledges it by

stating her thanks to the people of District 11, making sure the moment is caught on television. That evening, the death tally reveals there are six tributes left, including Peeta and Kat. For the first time, Kat thinks she might win. She feels she owes it to Primrose, and now to Rue as well. She also realizes that the boy from District 1 was her first direct kill. Before she goes to sleep, Kat hears the booming voice of the announcer telling the contestants about an unusual rule change: two tributes from the same district can win together. Kat inadvertently calls out Peeta's name.

PART III: THE VICTOR

Chapter 19

At first, Katniss is worried she has revealed too much, but realizes the other competitors must not be hunting at the moment. The remaining contestants (besides Peeta) include Foxface and Thresh, both of whom have lost their partners, and Cato and his female counterpart from District 2. Kat decides to sleep a few hours, then look for Peeta in the morning.

When she awakens, she makes a smoky fire as a distraction, then sets out in search of Peeta. She reasons that he must be near water since he's still alive. She heads off in the most likely direction, soon finding signs of him. However, she nearly misses him despite her tracking skills, because he has completely camouflaged himself with mud and leaves.

Peeta is very weak from his injuries, particularly where Cato has cut his leg. With great effort, Kat bathes Peeta and cleans his clothes while assessing his wounds. She is able to treat the burns and tracker jacker stings, but the horrifying leg wound is beyond her skill: to the bone, and deeply infected, the source of Peeta's high fever. Nevertheless, Kat drains the wound and gives Peeta some fever medicine, which barely touches the fever. The fact that he refuses to eat is a clear indicator to Kat that he is extremely ill.

Since she can't get Peeta into a tree, Kat instead hides him and herself in a sheltered cave. Despite his condition, Peeta tries to banter and flirt. Kat learns that Haymitch has sent him nothing so far. Finally, in an unguarded moment, she gives him a kiss. Almost immediately, they are rewarded with a silver parachute holding a pot of broth, which she

forces Peeta to eat.

Chapter 20

The message from Haymitch is obvious: a kiss equals a hot meal. Although it is against her nature, Kat resolves to play up the romance angle so they can survive. The Gamemakers' spokesman also makes an announcement: there will be a "feast" the next morning at the Cornucopia, featuring packs with District numbers on them containing each contestant's most desperate need. Although it is clearly dangerous, Kat decides to risk it. Peeta is sicker, and he's showing terrifying signs of blood poisoning; without an antibiotic, he will soon die. Peeta, however, makes a fuss: he doesn't want her to risk her life for him. He even resorts to blackmail, threatening to follow her noisily if she attempts it. Kat is stuck: she knows Peeta desperately needs medicine, which is likely to be in the District 12 pack, but she also knows he's stubborn enough to carry out his threat. Kat prays that Haymitch will send help, and sure enough, a parachute soon appears. She is outraged to discover that it is nothing more than "sleeping syrup," a ubiquitous medicine in District 12 with a heavy sweet taste. In a moment, however, she realizes Haymitch has sent her a true gift: a means of putting Peeta to sleep so she can get the needed medicine from the Cornucopia. She mixes the syrup with berries and mint leaves, then feeds it to Peeta. He finally realizes what it is, but it's too late: he is already falling asleep.

PART IV: "THE VICTOR"

Chapter 21

Katniss camouflages the cave and passes a sleepless night of preparation. At the Cornucopia, Kat is overcome by Clove, Cato's female counterpart, who pins Kat to the ground after gashing her forehead with a thrown knife. Clove is a sadist as well as a knife expert; she taunts Kat, making fun of Peeta and Rue, while pondering aloud which part to cut off first. Though filled with rage at Clove's mockery of Rue, Kat is not strong enough to dislodge the larger girl. Just as Clove begins working on Kat's face, Thresh plucks her off of Kat and kills her with a rock. The reason: he has overheard Clove taunting Kat, and now he asks Kat for an explanation of Clove's words. Kat tells him about the alliance, Rue's death, her singing and decorating her with flowers, and the bread from District 11. To repay this "debt," Thresh decides to let Kat go

this once, instead turning to fight Cato, who is now frantically trying to revive Clove. Kat runs back to Peeta. She opens the package and jams the loaded hypodermic needle it contains into Peeta's arm before passing out.

Chapter 22

Kat awakens in Peeta's arms after a long sleep. Peeta has recovered and regained his appetite, and is now nursing Kat, who is weak from loss of blood. The weather has turned rainy, and the two remain resting in their rock cave. They are out of food, and Kat attempts, unsuccessfully, to maneuver Peeta into a romantic moment so Haymitch will send them more supplies. Her efforts are complicated by the fact that Peeta is unaware of the signal from Haymitch, and thinks the romantic overtures are sincere. Peeta seriously admonishes Kat for risking herself for saving him, ordering her not to put herself in harm's way for his sake again. The rain continues unabated into another hungry day, during which Peeta tells of his years-long love for Kat, beginning when he heard her sing on their first day of school. Finally, Kat is able to respond to him with the right romantic tone, and Haymitch delivers: out of the air drops a feast of bread, goat cheese, apples, and lamb stew on wild rice.

Chapter 23

Although they want to wolf down the meal, Peeta and Kat pace themselves so the rich food doesn't make them sick. In between, they rest and talk, joking about Haymitch. Kat realizes that if she and Peeta survive, they will live in the nearly deserted section of the village reserved for winners of the Games, with Haymitch as their only neighbor. She wonders if the horror of training tributes and watching them die, year after year, led to his alcoholism and anti-social behavior; training will be her job, too, if she returns to District 12. At nightfall, they learn Thresh has been killed, and Kat silently mourns while trying not to show weakness for the cameras.

The next day, they pack and head for the camp Kat shared with Rue, planning to hunt along the way. However, Peeta's noisy progress through the woods scares the game away. Finally, they reach the spot, and split up so Kat can hunt and Peeta can collect roots and berries. When Kat returns with several small animals, Peeta shows her some of the berries he has gathered and left with the

rest of the food. Kat, however, recognizes them as poisonous “nightlock.” Moreover, Peeta seems to have eaten the cheese. They begin to argue, but are interrupted by the sound of cannons firing, and they see the hovercraft lifting Foxface’s body in the distance. Kat realizes the girl had stolen their food, as she did at the Cornucopia, and had eaten some of the deadly berries.

Chapter 24

Peeta wants to throw the berries away, but Kat tells him to keep them, since they may be able to use them against Cato, their only remaining opponent. They spend a last night in the cave. In the morning, they discover that the stream and all other water sources have dried up: they have been drained in the night by the Gamemakers, who want to drive Peeta and Kat to the Cornucopia for a final showdown with Cato.

They arrive at the lake first. Kat leads a flock of mockingjays in Rue’s melody, and it is the mockingjays who give warning when Cato approaches. Although he is unarmed, he runs right at them as their arrows bounce off his body armor. Kat realizes that Cato is desperately running *away* from something, not toward them.

Chapter 25

They are being pursued by a pack of “mutts”; from a distance, Kat can see that they are wolf-like, but balanced on their hind legs like humans. She dashes to climb the Cornucopia, following Cato’s lead, then shoots arrows to give cover to a straggling Peeta, who barely makes it. Cato, twenty feet up, is sick to his stomach, but manages to ask if the mutts can climb. The answer is no, although they can leap many feet into the air. Despite this good news, however, the mutts are a terrifying weapon. They have four-inch, razor-sharp claws and wolf-like jaws and teeth, appear to communicate among themselves, and can stand fully on two legs, like humans. However, what makes them so horrible is their human eyes and familiar coloration—in fact, they appear to be mutated forms of all the slain tributes. The three remaining competitors struggle to get out of jumping range as the mutts stage an attack. One catches Peeta on his injured leg, leaving a gash.

At the top of the Cornucopia, the boys wrestle, and Cato manages to catch Peeta in a choke hold. Kat

aims, but it’s a standoff: If she shoots Cato, both boys will fall to the mutts below. Suddenly, Peeta gives Kat an opening to shoot Cato’s hand. Cato releases Peeta and falls after a brief struggle; Kat grabs Peeta just in time. Down below, they hear the sounds of Cato fighting off the mutts at first, then beginning to lose the fight. He is hugely outnumbered by the mutts, but his body armor and innate strength keep him alive for hours. Peeta and Kat listen through a horrible night as the mutts viciously torture Cato inside the Cornucopia. Finally, in the morning, the animals drag the mutilated Cato to a spot in the open, and Kat finishes him off with a shot to the head after he begs her to kill him.

Meanwhile, Peeta’s leg has been bleeding, and Kat has been forced to use a tourniquet, even though this could cause him to lose the limb. He is weak from loss of blood. After the hovercraft removes Cato’s body and the mutts disappear into a hole in the ground, the pair from District 12 descend the Cornucopia so they can wash off in the lake. They wait for the announcement that they have won, but none is forthcoming. Finally, the voice of Claudius Templesmith booms over the loudspeaker: the Gamemakers have rescinded their earlier ruling; they have decided that there can only be one winner.

Kat realizes the Gamemakers never had any intention of letting them both live. As Peeta insists that she kill him so she can survive, she comes to a conclusion. She knows the Gamemakers will be shamed, and possibly executed, if there is no victor, and besides, she can’t stand the thought of living without Peeta after all they’ve been through. In a final act of defiance, she pulls out the poisonous berries they had been saving for Cato, and divides them. Standing back to back, Peeta and Kat hold out the berries for the cameras to see, then prepare to swallow them on the count of three. At the last moment—just as they’ve popped the berries into their mouths—Templesmith’s voice comes on, frantically urging them to stop. There are two winners in this year’s Hunger Games.

Chapter 26

Peeta and Kat spit out the berries just in time. The hovercraft arrives to take the two out of the arena; Peeta passes out the minute he is released from the electric traction of the ladder. He is immediate-

ly taken to an operating room, where doctors work on his leg. On the other side of a glass wall, Kat screams frantically, then watches in terror until they land at the Training Center. There, Peeta is wheeled away to surgery and Kat is put under sedation. She wakes up in a featureless hospital room; she has been stripped, cleaned up, and strapped to a bed. She notices that she can hear out of her left ear once again, and that her other injuries are healing and the scars beginning to fade. After a light meal, she is sedated again. This pattern continues for several days, until she is allowed to wake up, fully healed and without any scars. After dressing, she meets with her trainers and Cinna's team for the victory ceremony, where she will be able to see Peeta again. Cinna has created his best dress yet, a baby-doll concoction that seems to be made of yellow candlelight and gives Kat the appearance of a young girl. Although she doesn't understand why, Kat knows Cinna has deliberately chosen this look for her to help protect her from some unnamed threat. Later, just before the ceremony, Haymitch requests a hug "for luck," then whispers in her ear that she's in trouble for making the Capitol look foolish. Her only defense, he tells her, is to convey that she was crazy with love for Peeta, driven mad by the idea of losing him. Haymitch also informs Kat that Peeta doesn't need any prompting to act like he's in love.

Chapter 27

The most dangerous part of the Hunger Games—the victory ceremony and subsequent interview with Caesar Flickerman—is upon them. As Kat and Peeta sit in the victor's chair, they are forced to watch a lengthy film of moments from the games. Kat sees what the audience saw: that Peeta's every effort was to save her. She looks heartless until the episode where she tries to save Rue and sings while the girl dies in her arms. Then the romance picks up, culminating with the final scene, when Kat screams and beats on the glass doors while doctors work on Peeta. She sees the montage in terms of her survival, and this final episode is the best one of the night from that perspective. Finally, the montage is over, and the two are given crowns by the malevolent President Snow. It is clear to Kat that he blames her for showing up the Capitol in the Hunger Games.

The next portion of the festivities is the interview with Caesar Flickerman, who does his best to pro-

mote the story of the two as adorable star-crossed lovers. For her part, Kat snuggles convincingly with Peeta and manages to say the right things, to Haymitch's relief. That night, Kat evades Haymitch, who has deliberately been keeping the District 12 tributes apart, and talks to Peeta on the roof. She mentions the strategy Haymitch devised throughout the games, and discovers that Peeta was completely unaware of it, believing she was simply in love with him as he was with her. Kat does love Peeta, but is confused when she thinks of seeing Gale again. Kat and Peeta end on a bad note, and the chilliness continues the next day on the train home. He is heartbroken, and she is filled with a sense of foreboding and loss, as they wave to the crowds on their ride home to District 12.

Author Sketch

Born in the early 1960s into a military family (her father was a Vietnam-era Air Force officer), Suzanne Collins earned a Master's of Fine Arts in Dramatic Writing from New York University. In 1991, she began writing for such children's television venues as PBS Kids and Nickelodeon; her show credits included *Clarissa Explains it All*, *The Mystery Files of Shelby Woo*, *Little Bear*, and *Oswald*; and, as head writer, *Clifford's Puppy Days*.

Her first children's book, *Gregor the Overlander*, was published in 2003 to critical acclaim, and became the first in a best-selling, five-part science fiction series for middle schoolers. *The Hunger Games*, published in 2008, is the first of three books in her dystopian series for young adult readers, with the follow-up books, *Catching Fire* and *Mockingjay*, published in 2009 and 2010, respectively.

Collins currently lives in Connecticut with her husband, two children, and (according to her website) a pair of feral cats.

Critic's Corner

The Hunger Games was both a critical and commercial success, winning numerous awards and positive reviews, as well as a movie deal and nearly two years on the *New York Times*' bestseller list; it was translated into more than two dozen languages. *Publisher's Weekly* called it "a superb tale of physical adventure, political suspense, and romance," and

School Library Journal praised its tight plotting and well-drawn characters, calling the latter “completely realistic and sympathetic as they form alliances and friendships in the face of overwhelming odds.” Celebrated horror writer Stephen King called the novel “as addictive (and as violently simple) as playing one of those shoot-it-if-it-moves videogames in the lobby of the local eightplex.” Awards included being named a Best Book of the Year for 2008 by *Publisher’s Weekly*; a Best Book of 2008 by *School Library Journal*; a Notable Children’s Book of 2008 by the *New York Times*; and a 2008 Cybil winner (along with *The Graveyard Book*) for best fantasy and science fiction. In addition, *Booklist* named it an Editors’ Choice for 2008.

Timeline

In the distant past 74 years ago About 30 years ago	Panem is established 1st Hunger Games held Haymitch wins Hunger Games for District 12
Eleven years ago	Peeta falls in love with Katniss on the first day of school
Five years ago	Katniss’ father dies in a coal mine explosion
Several months later	Peeta risks a beating to give Kat bread
A few days subsequently	Kat realizes she can feed her family through the woods
At the reaping	Prim’s name is drawn as female tribute; Kat volunteers instead
At the interview	Kat is a hit with the audience; Peeta con fesses his love for her
During the Hunger Games	Katniss allies with Rue and Peeta to survive
The last day of games	Kat and Peeta force the Capitol’s hand with a suicide pact
Before the celebration	Kat learns she has angered the Capitol leaders; her life is still in danger
On the journey home	Peeta is heartbroken to learn of Kat’s ambivalence

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Selected Other Works by Suzanne Collins

- Fire Proof: Shelby Woo #11, 1999
- Gregor the Overlander (The Underland Chronicles, Book 1)*, 2003
- Gregor and the Prophecy of Bane (The Underland Chronicles, Book 2)*, 2004
- Gregor and the Curse of the Warmbloods (The Underland Chronicles, Book 3)*, 2005
- Gregor and the Marks of Secret (The Underland Chronicles, Book 4)*, 2006
- Gregor and the Code of Claw (The Underland Chronicles, Book 5)*, 2007
- Catching Fire (The Hunger Games Trilogy, Book 2)*, 2009
- Mockingjay (The Hunger Games Trilogy, Book 3)*, 2010

General Objectives

1. To analyze the conventions of the Hero’s Quest
2. To analyze a work of dystopian literature
3. To appreciate the author’s taut storytelling
4. To assess each character’s personality
5. To trace the plot
6. To appreciate the author’s clever use of ancient mythology and language
7. To explore the themes of government control and the fight for individual meaning
8. To find examples of compassion and of objectification
9. To recognize the significance of setting
10. To describe the book’s mood

Specific Objectives

1. To find elements of realism and science fiction
2. To analyze the novel’s symbolism
3. To determine what is required for people to be

truly free

4. To understand why the government forces citizens to participate in the Hunger Games
5. To appreciate the novel's humor
6. To assess Kat's awakening as a social and political being
7. To compare and contrast Kat and Peeta
8. To analyze the novel's tone
9. To understand how the reality game system works in the context of the novel
10. To determine the author's purpose in this novel

Literary Terms and Applications

Dystopia: a vision of a civilization, often in the future, in which society has degraded into a regressive, controlled state; the opposite of utopia, which is an ideal state. A dystopia usually includes a lack or absence of individual freedoms in an authoritarian or totalitarian government, along with repressive social controls; other features may include mass poverty and warfare, and a militaristic police force. Panem, as depicted in *The Hunger Games*, is a type of dystopia—a repressive, totalitarian government where the bulk of the population subsists in a type of semi-slavery to support the pampered minority ruling class. The name “Panem” comes from the writings of the ancient Roman writer Juvenal, who decried the erosion of Roman society; latter-day Romans, he wrote, had lost their sense of freedom and civic responsibility, and instead were interested only in “panem et circensus,” or “bread and circuses.” The phrase has become a metaphor for attempts by politicians to gain power and control of the population by doling out food (or money) and entertainment, rather than performing their civic duty; it also connotes a population that has lost its sense of civic purpose and is willing to accept its powerlessness, as long as it is fed and entertained.

Coming-of-age novel or Bildungsroman: a work of fiction in which the main character moves into and/or through adolescence and develops at least the beginnings of maturity. In this novel, sixteen-year-old Kat—who has already been the primary breadwinner in her family for five years when the novel opens—takes early steps toward emotional maturity, including sorting through romantic dilemmas; developing a sense of responsibility for those outside her circle of family and friends; and gaining a fledgling political awareness as she begins to see the extent of injustice within Panem.

Fantasy: a fictional work that departs radically from a realistic depiction of the world as we know it. In a fantasy, readers are expected to accept the seemingly impossible, although the tale presents logical and meaningful characterizations, and, often, true-to-life observations of daily life. *The Hunger Games* contains elements of fantasy, such as the horrific “muttations,” the advanced beauty technologies (e.g., “full body polish” and skin dyeing), and the seemingly extra-natural understanding of the mockingjays. Most of the fantasy in the book is in the form of science fiction.

Science fiction: fantasy writing that tells about make-believe events that include science or technology. Often, science fiction is set in the future, on distant planets, or among alien races. *The Hunger Games* is set on Earth in the distant future, in what was formerly known as North America, where democracy has disappeared and cruel totalitarianism is the order of the day. In this terrifying vision of the future reminiscent of the late Roman Empire, a pampered yet brutal oligarchy runs the government, and the vast majority of the people live in deprivation and fear, eking out a subsistence living while relinquishing most of what they produce to the greedy Capitol.

Symbol: A symbol is a person, place, or object that represents an abstract idea. For example, the mockingjay, while presented as the result of cross-breeding between a Capitol-bred mutant spy bird and an ordinary mockingbird, is more importantly a potent symbol—of rebellion, beauty in the midst of evil, and the resilient spirit of the people.

Universality: a quality or theme that applies to all people at all times. War, the fight for survival, first love, dealing with emotional upheavals, and developing a sense of connection to a broader community are universal experiences.

The Importance of Setting

The setting of *The Hunger Games* is in the fictional future country of Panem, which is situated geographically in what was formerly known as North America. Setting is important in most works of fiction, but it's absolutely integral to the plot of this dystopian novel. Panem is a brutal totalitarian state where the vast majority of the people are subjugated and forced to labor in subsistence conditions to feed the power and perverse appetites of the ruling minority who hail from the Capitol. It is a police state where even nature is employed as a means of surveillance and state-sponsored terror

by the ruling oligarchy, as witness the various “muttations” concocted by Capitol scientists (the forerunner to the mockingjay was intended as an avian spy, and tracker jackers were wasps engineered as deadly weapons, to name few). Ordinary citizens have no rights, and are subject to brutal punishments for infractions against the Capitol, real or imagined. On a collective basis, they must actively participate in the perpetuation of the annual human sacrifice ritual, the Hunger Games. As in any dystopian novel, setting is crucial.

Cross-Curricular Sources

Books

M.T. Anderson, *Feed*
 Margaret Atwood, *The Handmaid’s Tale*
 Ray Bradbury, *Fahrenheit 451*
 Eoin Colfer, *The Opal Deception*
 Philip K. Dick, *Do Androids Dream of Electric Sheep?*
 Cameron Dokey, *Sunlight and Shadow*
 Nancy Farmer, *The Sea of Trolls*
 Nancy Farmer, *The House of the Scorpion*
 Madeleine L’Engle, *A Wrinkle in Time*
 Aldous Huxley, *Brave New World*
 Stephen King (as Richard Bachman), *The Long Walk*
 C.S. Lewis, *The Chronicles of Narnia*
 Lois Lowry, *The Giver*
 Cormac McCarthy, *The Road*
 George Orwell, *1984*
 Christopher Paolini, *Eldest and Eragon*
 James Patterson, *Maximum Ride: The Angel Experiment*
 Jonathan Swift, *Gulliver’s Travels*
 Koushun Takami, *Battle Royale*
 J.R.R. Tolkien, *The Hobbit, The Lord of the Rings*

DVDs and Videos

2001: A Space Odyssey
Blade Runner
A Clockwork Orange
Fahrenheit 451
Gattaca
The Handmaid’s Tale
Soylent Green
Star Wars

Themes and Motifs

A study of the central issues and situations in Suzanne Collins’s *The Hunger Games* should include

these aspects:

Themes

- Government control and oppression
- Personal independence
- The fight for survival
- The conflict between survival and doing what is right
- Injustice
- Socioeconomic inequality
- Totalitarianism
- Media manipulation
- The constant threat of punishment
- The constant threat of starvation
- The inhumanity of absolute power

Motifs

- Constant surveillance by the ruling elites
- Exploiting others’ suffering for entertainment
- The lack of connection of the privileged with the oppressed
- Harsh punishments for seemingly minor infractions
- Lack of basic human rights
- Basic human rights being labeled and punished as crimes against the state
- The use of threats and deprivation to keep the majority in line
- The use of torture as a means of social control
- The manipulation of science and technology for evil purposes
- The evil of a society that regards some people as consumable objects
- The use of “reality” television programming to control and influence

Meaning Study

Below are words, phrases, sentences, or thought units that have particular meaning in the novel. Explain the meaning of each. Chapter and page numbers indicate the context from which the item is taken.

1. When I wake up, the other side of the bed is cold. My fingers stretch out, seeking Prim’s warmth but finding only the rough canvas cover of the mattress. She must have had bad dreams and climbed in with our mother. Of course, she did. This is the day of the reaping. (Chapter 1, page 3)

(The novel's opening sets the tone of foreboding and hints at the harshness of the characters' lives. In the first few sentences, we already expect that the "reaping," whatever it turns out to be, is a horrifying event that would understandably cause a child to have bad dreams. We also get a sense of the narrator as a person who seeks comfort but finds only roughness.)

2. Even though trespassing in the woods is illegal and poaching carries the severest of penalties, most people would risk it if they had weapons. ... My bow is a rarity, crafted by my father along with a few others that I keep well hidden in the woods. ... My father could have made good money selling them, but if the officials found out he would have been publicly executed for inciting a rebellion. Most of the Peacekeepers turn a blind eye to the few of us who hunt because they're as hungry for fresh meat as anybody is. ... But the idea that someone might be arming the Seam would never have been allowed. (Chapter 1, pp. 5-6) *(Repression by the Capitol is brutal, punishment for seemingly minor infractions is severe, and ordinary citizens do not have the right to carry a weapon more potent than a knife. There is no self-defense against those in power. The citizens of District 12 live in a police state.)*
3. "We could do it, you know," Gale says quietly. "What?" I ask. "Leave the district. Run off. Live in the woods. You and I, we could make it," says Gale. I don't know how to respond. The idea is so preposterous. "If we didn't have so many kids," he adds quickly. (Chapter 1, p. 9) *(Gale, Kat's hunting partner, is two years older than she is, very handsome, and secretly in love with her. His suggestion of going off together is met with bemusement by Kat, who is too focused on survival to even consider romance. The "kids" Gale refers to are his and Kat's siblings and mothers—all the mouths they are responsible for feeding. Because of her experiences and the pervasive lack and oppression of their lives, Kat doesn't want to have children of her own; she can't imagine life ever improving.)*
4. Taking the kids from our districts, forcing them to kill one another while we watch—this is

the Capitol's way of reminding us how totally we are at their mercy. ... Whatever words they use, the real message is clear: "Look how we take your children and sacrifice them and there's nothing you can do. If you lift a finger, we will destroy every last one of you. Just as we did in District Thirteen."

To make it humiliating as well as torturous, the Capitol requires us to treat the Hunger Games as a festivity, a sporting event pitting every district against the others. (Chapter 1, pp. 18-19)

(The Hunger Games were instituted in response to an uprising some seven decades earlier; the uprising was led by District Thirteen, which was crushed by the forces of the Capitol. Thus, the real purpose of the Hunger Games is to emphasize the Capitol's brutality and ruthlessness, as well as its power to destroy anyone who defies it. In a particularly cruel twist, the subjugated people are forced to watch the murder of their own children, and pretend it's a celebration.)

5. To the everlasting credit of the people of District 12, not one person claps. Not even the ones holding betting slips, the ones who are usually beyond caring. ... So instead of acknowledging applause, I stand there unmoving while they take part in the boldest form of dissent they can manage. Silence. Which says we do not agree. We do not condone. All of this is wrong.

Then something unexpected happens. ... At first one, then another, then almost every member of the crowd touches the three middle fingers of their left hand to their lips and holds it out to me. It is an old and rarely used gesture of our district, occasionally seen at funerals. It means thanks, it means admiration, it means good-bye to someone you love. (Chapter 2, p. 24)

(In a show of respect and love for Kat, the people of District 12 refuse to act celebratory when she volunteers as tribute, and instead give her a silent salute. For all its quietness and nonviolence, it is a stunning act of defiance against the Capitol and its hateful program of oppression.)

6. Now I am truly in danger of crying, but fortunately Haymitch chooses this time to come

staggering across the stage to congratulate me. "Look at her. Look at this one!" he hollers, throwing an arm around my shoulders. He's surprisingly strong for such a wreck. "I like her!" ... "Lots of ..." He can't think of the word for a while. "Spunk!" he says triumphantly. "More than you!" he releases me and starts for the front of the stage. "More than you!" he shouts, pointing directly into a camera. (Chapter 2, p. 24)

(Haymitch breaks the somber moment with a display of admiration for Kat and defiance for the Capitol, then provides comic relief by tumbling off the stage. He gets away with it because he is the town drunk. At the time, Kat is grateful for this seemingly accidental display because it gives her time to compose herself, a crucial survival strategy because the ceremonies are televised, and any display of emotion might be noted by other tributes as a sign of weakness. Later, as we get to know the wily Haymitch, a master strategist, we wonder if his comic defiance was deliberate.)

7. I stand there, completely naked, as the three circle me, wielding tweezers to remove any last bits of hair. I know I should be embarrassed, but they're so unlike people that I'm no more self-conscious than if a trio of oddly colored birds were pecking around my feet. (Chapter 5, p. 62)

(Kat has spent hours being cleaned and buffed by her "prep team," in preparation for the arrival of the stylist who will design her clothes and self-presentation during the Hunger Games. Typical of most of the Capitol denizens Kat meets, the team members appear flighty, superficial, and obsessed with self-decoration [e.g., skin and hair dyed odd colors, and, often, faces and bodies surgically altered]. They are so focused on the style implications of the games that they miss the life-and-death ramifications for the participants and their districts. Kat—who usually finds it easy to hold a grudge—can't take them seriously.)

8. I call him my friend, but in the last year it's seemed too casual a word for what Gale is to me. A pang of longing shoots through my chest. If only he was with me now. But, of course, I don't want that. I don't want him in the arena where he'd be dead in a few days. I

just ... I just miss him. And I hate being so alone. (Chapter 8, p. 112)
(In addition to the unending fight for survival, Kat has to work through more normal teenage problems such as discerning the border between friendship and romance, and sorting out her feelings for Gale. Her current predicament intensifies her normal feelings of being lonely and displaced.)

9. The roar of the crowd is deafening. Peeta has absolutely wiped the rest of us off the map with his declaration of love for me. When the audience finally settles down, he chokes out a quiet "Thank you" and returns to his seat. (Chapter 10, p. 134)

(Peeta has just declared his love for Katniss before millions on live television, sparking a national craze and taking Kat completely off-guard. Unlike everyone else watching, she continues to disbelieve his sincerity, convincing herself that the love declaration is a ploy to gain advantage in the arena.)

10. "I don't know how to say it exactly. Only ... I want to die as myself. Does that make any sense?" he asks. I shake my head. How could he die as anyone but himself? "I don't want them to change me in there. Turn me into some kind of monster that I'm not."

I bite my lip, feeling inferior. While I've been ruminating on the availability of trees, Peeta has been struggling with how to maintain his identity. (Chapter 10, p. 142)

(One of the novel's main themes is maintaining one's humanity in the face of inhuman pressures and ruthless oppression. The entire culture of Panem pits a small, tyrannical ruling class against a large underclass who are constantly reminded that they exist to serve their overlords in whatever capacity is required—in producing commodities, providing services, and even dying as human sacrifices for their entertainment. In the face of this cruel, dehumanizing system, Peeta's determination to stand out as an individual, even in death, is remarkable—an act of rebellion against the status quo.)

11. But this ... this other thing. This teaming up with the Career wolf pack to hunt down the rest of us. ... Career tributes are overly

vicious, arrogant, better fed, but only because they're the Capitol's lapdogs. Universally, solidly hated by all but those from their own districts. I can imagine the things they're saying about him back home now. And Peeta had the gall to talk to me about disgrace? (Chapter 12, p. 162)

(Kat is hiding in a tree, overhearing the "wolf pack" of Career tributes discussing their latest kill, when she hears Peeta's voice and discovers he's formed an alliance with the Careers. She is outraged that he would join forces with these people, and vows to get her revenge on Peeta. She doesn't know that it's all part of his strategy to protect her and save her life in the games. She begins to question her judgment of Peeta a bit later on, when she learns he hasn't told the Careers about her skill with a bow and arrow.)

12. I hear Cinna's voice, carrying images of rich fabric and sparkling gems. "Katniss, the girl who was on fire." What a good laugh the Gamemakers must be having over that one. Perhaps, Cinna's beautiful costumes have even brought on this particular torture for me. I know he couldn't have foreseen this. ... But all in all, maybe showing up stark naked in that chariot would have been safer for me. (Chapter 13, p. 177)

(In the culture of Panem, any exceptionalism on the part of the citizens can be used against them later for cruel sport. As in any totalitarian state, punishing those who stand out from the crowd in a positive way, who are notable, is a means of quelling rebellious impulses and controlling the populace through fear. In this passage, Kat is fighting to survive a forest fire deliberately set by the Gamemakers to "liven things up." It also seems designed to remind people of the sensation Kat made at the opening games, wearing a costume with artificial fire.)

13. I'm helpless as the first hunter crashes through the trees, spear lifted, poised to throw. The shock on Peeta's face makes no sense to me. I wait for the blow. Instead his arm drops to his side.

"What are you still doing here?" he hisses at me. ... "Run!" he screams. "Run!" ...

Sick and disoriented, I'm able to form only

one thought: Peeta Mellark just saved my life. (Chapter 14, pp. 193-194)

(After the tracker jacker wasp attack that kills several of her opponents and injures Kat, Peeta reveals his true intentions by giving Kat a chance to escape from the Careers. In the process, we discover later, he suffers a wound that nearly kills him.)

14. "You weren't joking, about wanting me for an ally?" she asks.

"No, I meant it," I say. I can almost hear Haymitch groaning as I team up with this wispy child. But I want her. Because she's a survivor, and I trust her, and why not admit it? She reminds me of Prim. (Chapter 15, p. 281) *(Rue's suggestion to use the tracker jackers as a weapon helped save Kat's life, and now, Kat breaks somewhat with tradition by forming an alliance with Rue. This alliance benefits Kat, in expected and unexpected ways, even after Rue's death—for instance, by winning a reprieve from Thresh, who was about to kill her.)*

15. I can't stop looking at Rue. ... I can't bring myself to leave her like this. Past harm, but seemingly utterly defenseless. To hate the boy from District 1 ... seems inadequate. It's the Capitol I hate, for doing this to all of us.

Gale's voice is in my head. His ravings against the Capitol no longer pointless. ... Rue's death has forced me to confront my own fury against the cruelty, the injustice they inflict upon us. (Chapter 18, p. 236)

(The death of Rue finally pierces Kat's single-minded quest for survival, and she acknowledges her rage at the cruel Capitol system. The incident awakens in her a dormant political consciousness, and a sense of injustice that extends beyond her own personal experience.)

Comprehension Study

Answer the following questions in your own words. There is not always a right answer. Your judgment is important and you should be ready to defend your answers by referring to passages in the book.

1. Why does Katniss sneak under the fence and head for the woods every day?
(She gathers and hunts food for her family, and to sell for a profit in the Hob. Items she gathers include nuts, berries, eggs, and vegetables; she hunts for squirrel, rabbit, deer, and the occasional wild dog.)
2. In what way is Madge different from Katniss and Gale?
(As the daughter of District 12's mayor, Madge enjoys a level of affluence and privilege unavailable to Kat and Gale. Not only does she live in a nicer area and have plenty of money and food, she is also shielded from most danger in the reaping, since she has never had to claim tesserae to feed her family.)
3. What is Kat's reaction when she hears Peeta's name called as the boy tribute from District 12? Why does she react this way?
(Kat is dismayed to hear Peeta's name because she knows she owes him her life and doesn't want to be in the position of possibly having to fight him to the death. He is one of the few among her peers, other than Madge, who has shown her kindness. The most significant example of this is when, at age eleven, he risked a beating by his harridan mother to sneak Kat some bread to feed her family. Kat, Primrose, and their mother had been close to starvation—a common fate in District 12—after the girls' father was killed in a mining accident and their mother slipped into a deep depression that rendered her unable to work. Peeta's gift kept them alive and provided the inspiration and hope that allowed Kat to see the potential of turning to the woods. All this flashes through Kat's mind after Peeta's name is called.)
4. What going-away gifts does Kat receive after she is chosen as tribute, and who gives the gifts? What is her reaction?
(Answers will vary. Kat receives visits from her family, Madge, Peeta's father, and Gale. Prim and Mrs. Everdeen simply comfort her, and Prim makes her promise to try to survive. Madge gives her a gold mockingjay pin—a subtle symbol of rebellion—and a kiss on the cheek. Gale gives her survival advice. Perhaps most surprisingly, Mr. Mellark gives her a gift of cookies from his bakery. Kat is stoic in the face of her family's

visit, and surprised by the unexpected gestures of friendship from Madge and Mr. Mellark; she feels torn by her meeting with Gale. In general, Kat is surprised at others' care for her, and only dimly aware of her importance in their lives.)

5. Kat is very stoic and tough in her demeanor; she makes a conscious effort not to show emotions. Why is this?
(Panem is a surveillance society; almost every movement is watched, or at least has the potential to be. This is doubly true of all aspects of the Hunger Games, the society's defining cultural event, which takes the form of a brutal reality show with mandatory viewership. Kat knows that her every action and expression will be analyzed, and that any emotional display is liable to be interpreted by the other tributes—her competitors—as a sign of weakness.)
6. How does Kat's fear of showing weakness cause her to misread people and situations? How is it helpful?
(Kat's fear causes her to misinterpret and misuse Mr. Mellark's gift of cookies, which she throws out the window as a token against weakness and in order to avoid being beholden to him and, by extension, to Peeta. Knowing the format of the Games, she persists in seeing Peeta as a potential enemy, even after it's obvious to others, such as Haymitch, that he is sweet on her. This misinterpretation continues when she reads Peeta's public declaration of love as an attempt to make her look weak, and when she fails to recognize his strategy in the Hunger Games when he makes an alliance with the Careers to protect her. She also quite possibly misinterprets Haymitch, failing to see, until late in the story, that his hostile words and actions may be more an expression of despair at his inability to save District 12 tributes than personal animosity toward her. Earlier, her fear of abandonment caused her to view her mother as an enemy, rather than as a weak woman rendered mentally ill by grief.)
7. Before the games, Peeta tells Kat he wants his death to have meaning, a notion she thinks is silly. Do his actions bear out his intentions? If so, does he succeed? Does Kat's attitude change?
(Peeta doesn't think he has a chance of win-

ning, but believes Kat does. Because he loves her, he attempts to keep her alive in the arena—a very uncommon situation among tributes. He does this by forming an alliance early on with the Career tributes, both to divert attention from Kat and to give her warning of their plans; he also withholds from the Careers his knowledge of Kat's skill with a bow and arrow. Later, he surprises her by taking care of her when he bandages her wound after her encounter with Clove, and he stands with her against the remaining tributes, most notably Cato, refusing to compete with her even when the Gamemakers change the rules again at the end. Although he miraculously doesn't die, his self-sacrifice bears fruit: Kat survives, and the two of them manage to change the rules of the game in a way that challenges the Capitol's legitimacy. Kat herself begins to see greater meaning in people's lives, deaths, and sacrifice, especially as a result of her experiences with Rue; this enables her to understand Peeta's initial desire to have a meaningful death. Her attempts to make Rue's death meaningful are in some sense a tribute to Peeta as well.)

8. Alliances are not uncommon between tributes during the games, but the one between Kat and Rue is unusual. Explain how the association between the two girls is not typical of other alliances between tributes, and discuss its significance in Kat's life. How does the alliance lead to other precedent-setting events? How does it affect the evolution of Kat's political consciousness?
(According to Kat, most alliances in the games are the kind formed by the Career "pack" early on—associations of strategy and convenience that everyone knows will end with the allies fighting each other to the death. Kat's alliance with Rue is different—it is based on a genuine connection of friendship and sisterhood, and, on Kat's part, a recognition that the other girl is much like her own sister. Rue's death sparks Kat's dormant political consciousness, inciting her anger and bringing home to her the evil of the system she is forced to serve. It also prompts an act of simultaneous humanity and rebellion, when Kat sings Rue to "sleep," then decorates her body with flowers and salutes her before the hovercraft arrives. There are additional unforeseen consequences: Kat gets the bread District

11 originally meant for Rue—an unprecedented event—and Thresh, the male tribute from District 11, spares Kat's life because of what she did for Rue, and because she avenged Rue's death by killing the District 1 tribute.)

9. Cinna, the stylist, is an unexpected ally for Kat and to a lesser extent Peeta, both during the games and afterward. How does he help Kat during the lead-up to the games? How do his designs help both District 12 tributes? What are they intended to convey?
(Cinna is a brilliant designer and stylist. A thoughtful man, he is not cut from the same cloth as most in the superficial Capitol fashion world. He takes a special interest in Kat and helps create interest in her—crucial to getting the public acclaim and sponsorships that can mean life or death in the arena. He does this in a number of ways. First, he creates the striking opening ceremonies costumes for District 12 featuring artificial flames, and names Kat "the girl who was on fire." He prompts Kat and Peeta to break with protocol during the opening ceremonies, having them hold hands instead, thus setting the stage for the "romance" that helps them survive. He helps Kat present herself well during the initial televised interview by advising her to pretend she's talking to him alone; his advice works, making her seem sweet instead of sullen and hostile. He retrieves the mockingjay pin and makes sure she carries it with her into the games. After she has won, he creates a costume that gives her an aura of childlike innocence, underscoring the message that she was innocent of rebellious intent with the suicide pact, thereby cementing her popularity and temporarily deflecting some of President Snow's hostility. He tells her before the Games that if he were permitted to bet, he would be betting on her. His help provides her with confidence she would not otherwise have.)
10. What is Peeta and Katniss' relationship at the end of the book? Why?
(The relationship at the end of the book is strained, as Peeta learns the extent of Haymitch's plotting with Kat and concludes that her apparent affection for him was "all an act." Kat, for her part, cares for Peeta, but is confused; she is having trouble sorting out the extent and depth of her feelings, and is unsure how much

they were influenced by the imperative to survive. She understands Peeta's heartbreak, but is also frustrated because he doesn't seem to understand, or care, that she and Haymitch were trying to keep them alive in the arena. She is also ambivalent about her feelings toward Gale. As the book draws to a close, Peeta sulks, and Kat already feels the loss of closeness and a sense of dread for what the future may hold.)

Across the Curriculum

Writing and Literature

1. Many characters, especially those from the Capitol, are named for ancient Romans. Make a list of as many such characters as you can, and research their ancient Roman namesakes. What do these names signify? Why do you suppose Collins chose these particular names? Explain.
2. *The Hunger Games* is an adventure story that borrows elements from several genres, including horror. What elements of horror are present in the story? What do you think Collins' purpose was in introducing these elements?
3. The mockingjay is a symbol of rebellion for the citizens of Panem. Find other examples of symbols and symbolic actions in the novel, and make a list, along with a brief explanation of their meaning.
4. Do an internet search of the name "Panem." Where did Collins get this name, and to what does it refer? What do you think is the significance of the name?

Psychology

1. Throughout *The Hunger Games*, characters face extreme psychological stress, not just from the Games themselves, but from the cumulative effects of hunger, government repression, injustice, and fear for the safety of loved ones. Research Post-Traumatic Stress Syndrome (PTSD), and discuss its presence in the book. In addition to Kat, what other characters exhibit possible signs of PTSD?

Myth, Archetypes, and Allegory

1. Research werewolves in myth and literature, then compare them to the "mutts" unleashed by the Gamemakers at the conclusion of *The*

Hunger Games. How are they similar to traditional werewolves? How are they different? Do the mutts have symbolic significance?

2. Suzanne Collins has said she used the ancient Greek myth about the hero Theseus and the labyrinth as one of the inspirations for her book. Research the myth, then write a short essay comparing the story of Theseus with *The Hunger Games*.
3. Research the term "monomyth" (also known as the "Hero's Journey"), and list its elements. Does Kat's development in *The Hunger Games* conform to this pattern? Why or why not?

History and Politics

1. The latter days of the Roman Empire, known for the erosion of civic values and the decadence of the ruling class, provide another source of inspiration for the novel. Discuss parallels between the social structure and history of ancient imperial Rome and the structure and history of Panem. (Hint: look up the source of the name "Panem.") What Roman institution do the Hunger Games resemble? Find other ideas from ancient Rome, such as the tessera, that are incorporated into the book.
2. The rulers in the Capitol fear an insurrection and go to great lengths to prove that the Capitol is stronger than the citizenry. How do the Hunger Games reinforce this message? How do the laws support it? Why do you think the people of Panem might want to rebel?

Alternate Assessment

1. "Government control" is a major theme of the novel. Give examples of government control. What effect does it have on the population? On individuals? Discuss.
2. Which characters in *The Hunger Games* do you find most sympathetic? Discuss.
3. There are many science fiction and fantasy stories for young adults that contain elements of myth and the coming-of-age story. Discuss other books you have read with similar themes, and compare them to *The Hunger Games*. Candidates include the *Harry Potter* series and the *Lord of the Rings* trilogy. Feel free to name and discuss others.

Vocabulary Test

Match each vocabulary word relating to *The Hunger Games* in the left-hand column with its definition in the right-hand column. Place the letter of your answer in the space provided.

- | | |
|----------------------|---|
| ____ 1. tessera | A. a kind of trap |
| ____ 2. mutation | B. an unofficial trading area not sanctioned by the government |
| ____ 3. tribute | C. a measure of grain and oil given by the government; dole |
| ____ 4. snare | D. one who betrays his country |
| ____ 5. subsistence | E. living at the level of bare survival; lacking all but the most basic needs |
| ____ 6. black market | F. a form of government where all power is held in the hands of a few elites |
| ____ 7. traitor | G. genetically altered organism |
| ____ 8. flogging | H. something given in honor of someone or something |
| ____ 9. oligarchy | I. form of punishment involving beating with a whip, stick, etc. |
| ____ 10. propaganda | J. speech designed to sway people to a particular cause or belief; appeal to emotions |

Comprehension Test A

Part I: Sentence Completion (20 points)

Complete the sentences with the words provided. You will have words left over.

Seam	Himalayan	districts	towns	Panem	coal
past	North America	future	Hob	Chicago	
Capitol	rivers	Mountains	South America	Appalachian	

The Hunger Games is set many years in the 1._____. The action takes place in the country of 2._____, which is located on the continent we now know as 3._____. The country was originally composed of thirteen 4._____ surrounding the 5._____, which is located in what we now know as the Rocky 6._____. Katniss lives in the 7._____ mountains in District 12, whose primary product is 8._____. Her neighborhood is called the 9._____. She often sells or trades game and other food in the 10._____, the local black market.

Part II: Matching (20 points)

Complete each of the following descriptions with a name from the list that follows. Place the letter of your answer in the blanks provided.

- | | |
|-----------------------------|---|
| _____ 1. Katniss Everdeen | A. Died in a mine explosion |
| _____ 2. Madge Undersee | B. Kat's hunting partner |
| _____ 3. Gale Hawthorne | C. Used hunting skills to feed her family |
| _____ 4. Effie Trinket | D. Made Kat "the girl who was on fire" |
| _____ 5. Haymitch Abernathy | E. An apothecary |
| _____ 6. Mrs. Everdeen | F. the Capitol's interviewer |
| _____ 7. Mr. Undersee | G. District 12's mayor |
| _____ 8. Caesar Flickerman | H. Previous winner for District 12 |
| _____ 9. Mr. Everdeen | I. Gave Kat a mockingjay |
| _____ 10. Cinna | J. Has pink hair |

Part III: Motivation (20 points)

Provide a motivation for each action.

1. Tributes try to appeal to the audience because

2. Gamemakers frequently add new twists and challenges to

3. Peeta makes an alliance with the Careers in order to

4. Kat gives Peeta sleeping syrup so

5. Thresh spares Kat's life because

Part IV: Essay (40 points)

Choose two and answer in complete sentences.

1. During the course of *The Hunger Games*, Katniss Everdeen grows from an emotionally closed girl obsessed with physical survival, to a young woman with a budding sense of political consciousness and connection with a wider community. Discuss this evolution. In what ways has Kat progressed? In what ways is the maturation process still incomplete?
2. At the end of the novel, Peeta is convinced Kat's show of caring during the games was all an act. Is this really true? Give evidence from the story to back up your position.

3. While Peeta is much different from Kat in upbringing, temperament, and outlook, Gale is very similar—practically her male counterpart. Write an essay in which you speculate about how the story would have turned out if Gale had gone to the Hunger Games with Kat. Would the dramatic conclusion to the games have been possible? Why or why not?
4. Haymitch Abernathy is an interesting character. The only living survivor of the previous Hunger Games, at the beginning of the story he is the town drunk and an object of scorn to Kat and Peeta., but he becomes critical to their survival as the story progresses. Trace the development of his character, citing specific incidents in the novel. Given what you later learn about him, do you think he was a drunk as he seemed to be during the reaping? Why or why not? How do Kat and Peeta come to view him by the end of the story? What do they conclude about his reasons for surviving his own Hunger Games experience?

Comprehension Test B

Part I: Sentence Completion (20 points)

Complete the sentences with the words provided. You will have words left over.

tesserae	Gale Hawthorne	mockingjay	Panem	coal
jabberjay	North America	Hob	Clove	District 13
Capitol	Seam	President Snow	North America	tracker jacker

- _____ 1. Cross between a spy bird and a mockingbird
- _____ 2. Their venom makes people insane
- _____ 3. Bred as flying "recording device" for the Capitol
- _____ 4. Knife-wielding female tribute killed by Thresh
- _____ 5. Crowns Kat but doesn't forgive her
- _____ 6. Where Panem is located
- _____ 7. Hunter who looks like Kat
- _____ 8. Was destroyed by the Capitol
- _____ 9. Main city of Panem
- _____ 10. Young people trade reaping chances for these

Part II: Matching (20 points)

Complete each of the following descriptions with a name from the list that follows. Place the letter of your answer in the blanks provided.

- | | |
|------------------------------|---|
| _____ 1. Primrose Everdeen | A. Powerful male tribute from District 11 |
| _____ 2. Portia | B. Kat's hunting partner |
| _____ 3. Avox | C. Chosen first as District 12's female tribute |
| _____ 4. Rue | D. Baker's son who can lift 100-lb. flour bags |
| _____ 5. Gale Hawthorne | E. One of Kat's stylists |
| _____ 6. Thresh | F. District 12's only living victor from the past |
| _____ 7. Peeta Mellark | G. Capitol slave whose tongue is cut out |
| _____ 8. Effie Trinket | H. Adults who judge tributes and construct "challenges" |
| _____ 9. Gamemakers | I. 12-year-old girl from District 11 |
| _____ 10. Haymitch Abernathy | J. District 12's escort; has pink hair |

Part III: True/False (20 points)

Mark the following statements either T for true or F if any part is false.

- _____ 1. At the end of the novel, Katniss doesn't really care about Peeta.
- _____ 2. Kat and Gale trade their wares in the Seam.
- _____ 3. Mrs. Everdeen became deeply depressed after her husband died.
- _____ 4. The need for tesserae makes the reaping unfair for impoverished young people.
- _____ 5. Thresh feels he must pay off a debt to Kat.
- _____ 6. Peeta is a skilled outdoorsman.
- _____ 7. Clove survives by stealing small amounts of supplies from the other tributes.
- _____ 8. Cato's death is ultimately a mercy killing.
- _____ 9. Kat and Peeta's double victory is welcomed by Capitol authorities.
- _____ 10. The winners must tour the Districts in the year following their victory.

Part IV: Essay (40 points)

Choose two and answer in complete sentences.

1. One of the themes of The Hunger Games is the transformation of individuals into objects for media consumption. Discuss the effects on Kat and the other tributes of the constant surveillance they experience. How does the presence of cameras force Katniss to act differently? How must she alter her image in order to survive? Why is audience appeal so important? How do the escorts, trainers, and stylists try to make tributes more appealing to the audience? How does the drive for audience appeal

affect the tributes once the games have begun?

2. During the novel, we learn that Peeta has been in love with Kat since he was a small boy, even though Kat has been unaware of this. Kat, in turn, must sort through her feelings about Peeta. How does her association with Peeta bring up old memories, both good and bad? How does her understanding of his motives change? How does she evolve in her feelings toward Peeta by the story's end? Have her feelings been resolved?
3. At the beginning of the novel, Katniss is a person who is narrowly focused on her own and her family's survival, and who dismisses Gale and Peeta's political and ethical discussions as pointless and irrelevant; however, her understanding expands over the course of the novel, in particular with Rue's death. How does this incident change Katniss' perceptions about the system in which she lives, and her place in it, and why? How do Kat's subsequent actions demonstrate her changing awareness of the system in which she lives, and her place within it?
4. Reality shows are a fairly recent phenomenon in our society, and such programming has often been criticized as creating an atmosphere where others are seen in terms of their entertainment value rather than their humanity. The games themselves represent an extreme version of this phenomenon. Do you think this criticism of reality programming is fair and accurate? What does the author—who was herself a television scriptwriter before becoming a novelist—seem to be saying about such reality programming?

Answer Key

VOCABULARY TEST

1. C 3. H 5. E 7. D 9. F
2. G 4. A 6. B 8. I 10. J

COMPREHENSION TEST A

Part I: Sentence Completion

1. future
2. Panem
3. North America
4. Districts
5. Capitol
6. Mountains
7. Appalachian
8. Coal
9. Seam
10. Hob

Part II: Matching (20 points)

1. C
2. I
3. B
4. J
5. H
6. E
7. G
8. F
9. A
10. D

Part III: Motivation (20 points)

Answers will vary. Suggested answers:

1. it will help them win sponsors and thus increase their chances of surviving the games
2. make the games more exciting for the viewing audience help protect Kat
3. he won't prevent her from going to the Feast and getting him the medicine he needs
4. she sang Rue to sleep and avenged her death

Part IV: Essay (40 points)

Answers will vary.

COMPREHENSION TEST B

Part I: Sentence Completion (20 points)

1. mockingjay
2. tracker jackers
3. jabberjay
4. Clove
5. President Snow

6. North America
7. Gale Hawthorne
8. District 13
9. Capitol
10. tesserae

Part II: Matching (20 points)

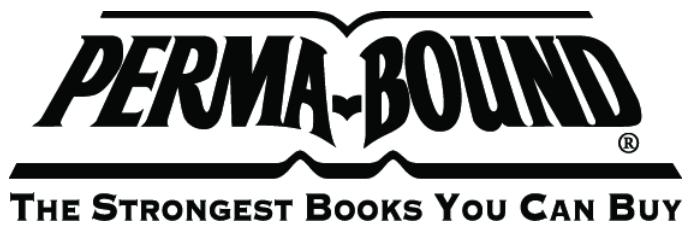
1. C
2. E
3. G
4. I
5. B
6. A
7. D
8. J
9. H
10. F

Part III: True/False (20 points)

1. F
2. F
3. T
4. T
5. T
6. F
7. F
8. T
9. F
10. T

Part IV: Essay (40 points)

Answers will vary.



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