

Ender's Game by Orsen Scott Card

All freshmen are to have read *Ender's Game* by the first day of school. Each student will submit **handwritten notes** to the study guide questions below with their religion teacher on the first day of school in the fall. (The book will be discussed and addressed in varying ways throughout the semester in your Religion, Social Studies and English classes) There is a movie version too. The movie is great, but don't rely on it for your information.

Chapter questions- Guided reading questions

These are questions about what is going on in each chapter. Answer each question in sentence format.

Chapter 1: Third

- 1.. Write about the problems Ender faces as a "third" in this chapter.
2. Identify at least three passages describing Ender's intelligence.
3. How old is Ender? Are his actions appropriate to his age? Explain.

Chapter 2: Peter

4. Describe Peter. How does he feel about Ender? This will change over the course of the chapter.
5. "Bugger" is the word used to refer to the aliens that have attacked the earth on two previous occasions. Describe the buggers as you understand them from the chapter.

Chapter 3: Graff

6. Graff says Ender must volunteer to go to Battle School, and he personally tells Ender many reasons which might convince Ender not to go. What aspects of Battle School does Graff warn Ender about? Why does Ender choose to go to Battle School?
7. Describe Valentine. How does she feel about Ender? Why wasn't she chosen for Battle School?

Chapter 4: Launch

8. How does Ender differ from the other nineteen boys in his launch group?
9. What effect does Graff's assertion that Ender will be commander while the other boys are still learning have? How does Ender feel about his statement?

Chapter 5: Games

10. Identify three passages describing Ender's isolation.
11. Of what importance are the games that the boys play? How does Ender do at these games?
12. Who becomes Ender's first friend? Under what circumstances? Who becomes an enemy of Ender?

Chapter 6: The Giant's Drink

13. Describe the battleroom. What importance do gravity, lasers, and spacesuits have there?
14. How do Ender and Alai become friends? What is surprising about Ender's relationship with Alai?

15. Describe the computer game. Why can't Ender beat the giant at first? How does he eventually win? What lesson does this teach Ender?

Chapter 7: Salamander

16. Why is Petra Arkanian exactly the wrong kind of friend to have? What valuable skill does she eventually teach Ender?

17. What lessons does Ender learn from Bonzo Madrid about being a commander? What instructions does Bonzo give Ender concerning battles?

18. Why are adults the real enemies?

Chapter 8: Rat

19. Summarize Dink's discussion with Ender as they float in the battleroom's anti-gravity. What surprising opinion does he have about the Bugger Invasion? Does Ender believe him?

20. Describe where Ender is in the computer game. What does he see in the mirror after he defeats the snake? How does he react?

Chapter 9: Locke and Demonsthenes

21. Explain how the following people perceive Peter: his parents...his teachers...Valentine.

22. What is Peter's plan to change the world? How does he manipulate Valentine into helping him? What is her role in his scheme?

23. What is Peter's "greatest gift"?

24. Describe THE END OF THE WORLD on Ender's computer game. What part of the game can he not defeat?

25. How does Ender defeat the snake? What does he see when he looks in the mirror afterwards?

Chapter 10: Dragon

26. Names are exchanged in the introductory dialogue to this chapter. Why have they been talking about Ender?

27. In what ways does Ender treat Bean exactly the way Graff treated Ender when he came to Battle School? How does Ender's discussion with Bean show what he has learned from Graff?

28. Starting with this chapter, pay attention to how the teachers change the rules. What rules are changed, and why do you think the teachers change them?

Chapter 11: Veni Vidi Vici

29. How does Ender inspire confidence and loyalty in the soldiers in his army?

30. Why do most kids think the game is important? What does Ender reveal to Bean about the game's importance?

31. What rules are changed, and why do you think the teachers change them?

Chapter 12: Bonzo 76.

32. Why won't the adults save Ender from Bonzo? Does Ender think the teachers will save him from real danger?

33. Who comes to save Ender? How does his intervention ensure Ender's death?

Chapter 13: Valentine

34. Why has Ender won every fight he has had, according to him?
35. Ender says he doesn't want to beat Peter. What does he want? Does Valentine think this is likely?
36. Summarize the information Graff shares with Ender about the Buggers. Why are we fighting the buggers?

Chapter 14: Ender's Teacher

37. What is the simulator? Track your answer; it will develop as you read on in this chapter.
38. Describe Ender's "final examination." How does Ender win? How is this victory like every other victory he has ever had? What does Ender discover after it is done? Were you surprised?
39. Now that you know it all, think about how Ender was guided to this point. How do you feel for and about Ender? Why?

Chapter 15: Speaker for the Dead

40. Why can't Ender come back to earth?
41. How did the buggers control Ender's computer game? What does he find when he looks behind the mirror?
42. What mission does Ender go on at the end of the book?

Big Questions: During the first week of school, you will be asked to choose 2 of the 4 questions to respond to below and write about based on your reading of the book.. This will be assigned by your religion teacher. These questions require you to be thinking of them throughout the book and require a paragraph or two for a response. Use examples from the book.

1. How do you think religion fits into Ender's Game? Or, for a couple of more specific questions, where does religion fit in the future that Card depicts? What in this book do you think reflects religious stories? For instance, Ender gives up a lot to save the rest of us...so, could we say that he's a Christ figure? Why or why not?
2. Some science fiction books create inventions that become real later. What does Card invent in this future world and how well do his inventions match up with what we have today?
3. What do you think about how the chapters start? Was it confusing to listen in on dialogue without knowing who was talking? Why do you think Orson Scott Card chose to start every chapter that way? What does this structure do to our reading experience? Does it inform you? Confuse you? Annoy you? Or did you enjoy his style? Explain.

4. At the end, Ender learns that his game has been an actual war. What do you think about that switcheroo in this book? Could you tell that the game was real, and does that surprise make you feel differently about Ender?