

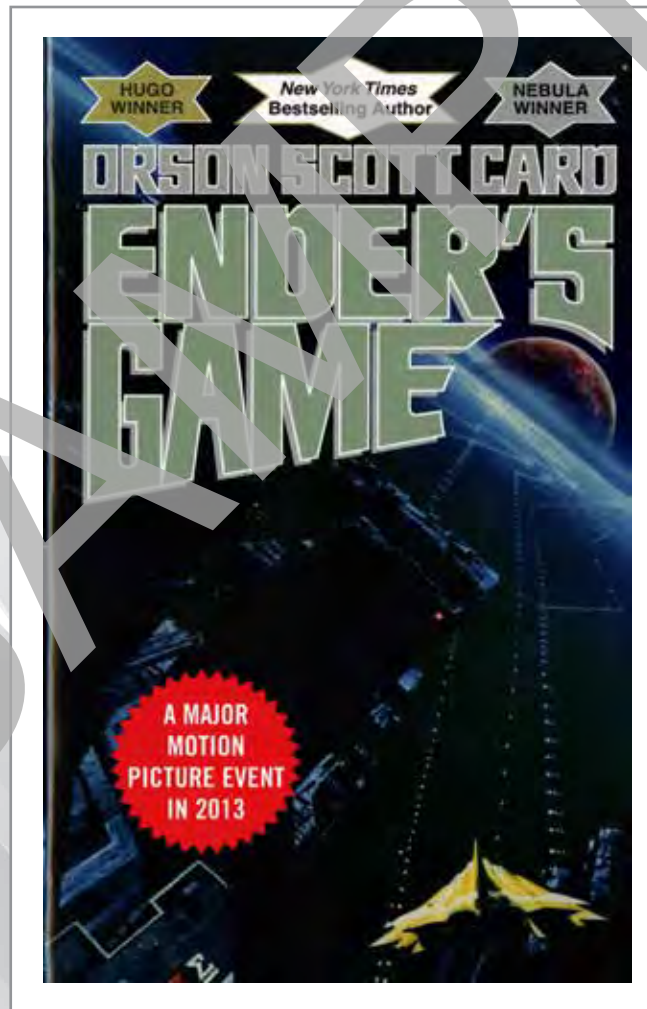


STUDENT PACKET

GRADES 6-8

Ender's Game

Orson Scott Card



READ, WRITE, THINK, DISCUSS AND CONNECT

Ender's Game

Orson Scott Card

STUDENT PACKET

NOTE:

The trade book edition of the novel used to prepare this guide is found in the Novel Units catalog and on the Novel Units website. Using other editions may have varied page references.

Please note: We have assigned Interest Levels based on our knowledge of the themes and ideas of the books included in the Novel Units sets, however, please assess the appropriateness of this novel or trade book for the age level and maturity of your students prior to reading with them. You know your students best!

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Name _____

tactical (42)	compassion (43)	tormented (43)	holographic (45)
mercilessly (46)	excel (48)	arrogant (48)	martyr (48)
inadequate (48)	contempt (49)	ambitious (49)	sullen (51)
sluggishness (55)	amplifying (55)	orientation (56)	

Word Map

Directions: Choose at least three words from the vocabulary list. Turn to the page on which each word is used in the text. After examining how the word is used in context, complete the word map for each word.

<p>Synonyms</p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	<p>Magazine cut-out, drawing, or symbol that shows what the word means</p>
<p>Word</p> <hr/>	
<p>Definition in your own words</p> <hr/> <hr/> <hr/> <hr/>	<p>Word used in a sentence</p> <hr/> <hr/> <hr/> <hr/>

Name _____

Directions: Write a brief answer to each study question as you read the novel. Use the questions to guide your reading and prepare for class discussion.

Chapters 1–2, pp. 1–15

1. What is Ender's first name?
2. Where is Ender's monitor at the beginning of the story?
3. Who is Peter?
4. What does Ender doodle on his desk?
5. What letters march across Ender's desk?
6. How does Stilson know Ender's monitor has been removed?
7. Where does Ender kick Stilson?
8. How old were Valentine and Peter when they lost their monitors?
9. What is a bugger?
10. What does Ender put on for the war game?
11. What does Peter threaten to do to Ender?

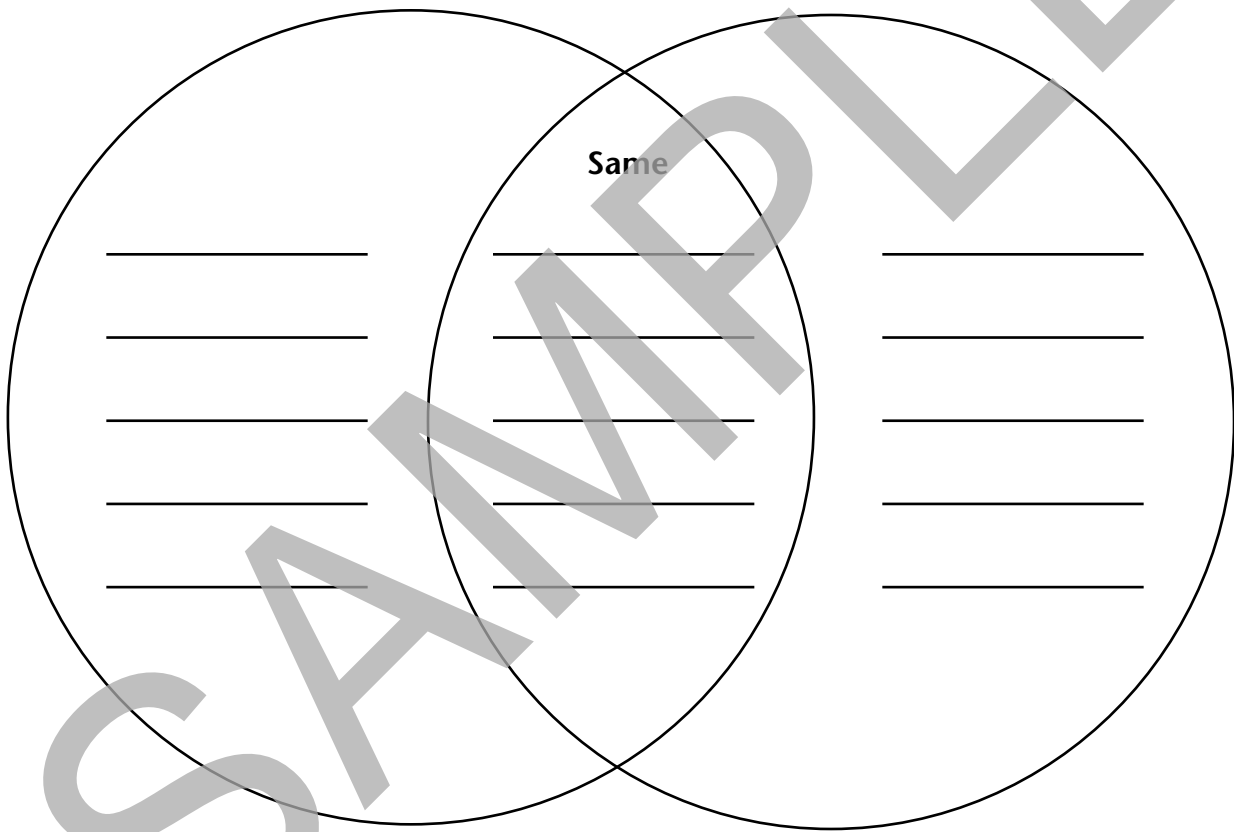
Chapters 3–4, pp. 16–36

1. Who do the observers feel is the weak link? Why?
2. How does the family know someone is at the door?
3. Who is at the door?
4. What does Ender do after he explains the fight to Colonel Graff?
5. What is Graff's job?
6. Who comes from noncompliant families?
7. Who was the hero of the last bugger war?
8. How long has it been since the last war?
9. Why can't Ender laugh when he's with the other boys going to the launch?
10. Why is Ender hungry before the launch?
11. Who does Graff say is the only boy with brains on the launch?
12. What happens to the boy Ender flips?
13. Why did Ender think Graff was his friend?

Name _____

Venn Diagram

Directions: Compare and contrast Ender and Peter using the Venn diagram below. Add more ideas as they are revealed in the story.



Name _____

Directions: Select one of the following topics or headlines. Research the topic by using books, the Internet, and other data sources in your library, then add your own sci-fi "twist" to complement *Ender's Game*. Write a one-page article on your topic. Combine the articles to make a school newspaper for Ender and the other children at the Battle School.

- | | |
|------------------------------------|--|
| 1. New Class of Launchies Arrives! | 4. New Desks Have Advanced Technology! |
| 2. Null gravity | 5. Mind Games—Are They Instructional? |
| 3. The role of army mascots | 6. Army tactics |

The Daily News

Wednesday, October 2 • Section A, Page 1

Handwritten area for news articles, featuring a large 'SAMPLE' watermark.