

Individual Learning Packet

Teaching Unit

Ender's Game

by Orson Scott Card

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Ender's Game

Notes

Orson Scott Card was born in Richland, Washington, and grew up in California, Arizona, and Utah. Serving the Mormon Church as a missionary, Card also lived in Brazil for two years. Card is a devout Mormon and believes fiction should have characters making moral choices.

Card currently lives in Greensboro, North Carolina, with his wife, Kristine, and their five children: Geoffrey, Emily, Charles, Zina Margaret, and Erin Louisa.

Card won a Hugo award in 1991 for *How to Write Science Fiction and Fantasy*. The Nebula awards for both *Ender's Game* and its sequel *Speaker for the Dead* were awarded to him in 1986 and 1987.

Ender's Game is a novel of moral choices. The main characters are children being trained for war by playing games in which obstacles are continually placed before them. The isolation of the gifted child, family dynamics, and good versus evil are among many themes in the novel. The novel explores relationships between family, friends, and enemies. Characters are developed by how they treat others.

All references come from the TOR edition of *Ender's Game*, copyright 1977.

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Objectives

By the end of this Unit, the student will be able to:

1. infer information about characters and events when the information is not explicitly stated.
2. define the listed vocabulary terms from the novel.
3. define and cite examples from *Ender's Game* of the following literary terms:
 - irony
 - personification
 - juxtaposition
 - symbolism
 - theme
 - mood
 - simile
 - metaphor
 - climax
 - foreshadowing
 - allusion
 - persona
4. discuss the significance of historical people and events, such as Demosthenes, Locke, the Warsaw Pact, and Adolph Hitler.
5. cite instances from *Ender's Game* that support the idea that one's actions can affect others. Explain the negative and positive effects of the teachers' actions on Ender.
6. discuss the isolation of the gifted child as it pertains to Ender and his peers.
7. identify the theme of good versus evil as it pertains to Ender and Peter, Valentine and Peter, the buggers and the International Fleet, and Ender and his teachers.
8. discuss the irony in the behavior of Graff toward Ender.
9. discuss the irony of Ender's violent behavior.
10. explain how Ender redeems himself.
11. discuss the notion that overcoming obstacles makes one stronger as it pertains to Ender.
12. recognize and explain the danger of governmental or military control over Ender's life.

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Questions for Essay and Discussion

1. Explain how Ender redeems himself. What is your opinion on Ender's decision to redeem the buggers? Support your answer with Ender's past capabilities and character.
2. How is Peter similar to Adolph Hitler? Compare Peter's mission in life to Hitler's. Support your answer with examples of Peter's actions and comments.
3. Discuss the role of dreams and reality in relation to Ender's internal conflict.
4. How are Ender's behaviors and attitudes like Peter's? How are Ender's behaviors and attitudes like Valentine's?
5. How does Valentine treat Ender, and how does Ender respond to the treatment? How does Peter treat Ender, and how this affect Ender?
6. Explain the irony of the two personas Demosthenes and Locke.
7. Discuss the feeling Ender has toward all of his enemies before and after he defeats them. How does Ender overcome this internal conflict?
8. Describe the physical qualities and the lifestyle of buggers. Explain the threat, if any, they pose to humans.
9. Explain the symbolism of the End of the World as it relates to Ender.
10. Why does Ender call himself "Speaker for the Dead"?
11. Why do you think Orson Scott Card ended the novel with Ender caring for the bugger cocoon and looking for a place of peace for the bugger to awaken?

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Chapter 1

Vocabulary

droned – talked on and on in a dull, monotonous way
forestall – to prevent or hinder by doing something ahead of time
glint – a gleam, flash, or glitter
malleable – capable of being molded, shaped, changed; adaptable
rescind – to revoke, repeal, cancel
supine – lying on the back, face up
vengeance – the return of an injury for an injury; revenge

1. What case does the antagonizing speaker make about the possibility of accepting Ender into the academy?

2. Why is Andrew Wiggin called “Third”?

3. How do you know Ender lacks faith in adults and has negative feelings for them?

4. Ender is not moved to tears when Dap gives him a loving touch. How is Ender able to put on his "lying face"?

5. What gives Ender the confidence he can survive Battle School?

6. How does Ender stop Bernard's attempt to be "ruler of the room," and why is he happy about it?

7. How do you know Ender's isolation is over?

Chapter 13

Vocabulary

atrophied – wasted away
bade – uttered
blunder – mistake, resulting from carelessness
chauvinists – people with a prejudiced belief in the superiority of his or her own kind
conciliatory – willing to make concessions
culsp – a transitional point or time
derisive – mocking; jeering
dirigibles – steerable self-propelled airships
discretion – ability or power to decide responsibly
dredged – unearthed; dug up
fastidious – displaying careful, meticulous attention to detail
pacific – tranquil
preemptive – undertaken to deter or prevent an anticipated, usually unpleasant situation
pubescent – onset of puberty
regale – entertain
strafing – attacking from the air
surly – ill-humored
toadied – fawned upon
vestigial – remnant; what is left

1. What is the irony seen in the two personas, Demosthenes and Locke?

2. Why is Peter jealous of Valentine?
