

***Ender's Game* Reading Guide**

*These questions are to help guide your reading and understand the text. Please type your answers (complete sentences are not necessary). **Have this list of questions and your typed answers on the first day of class.** Also, please bring your book to the first day of class.*

Chapter 1: Third

1. Each chapter begins with a brief dialogue between unseen people. In this dialogue, you can find a purpose for reading the chapter. What questions are raised in your mind as you read the introduction? How are your questions answered?
2. What is the purpose of Ender's monitor?
3. What are the problems Ender faces as a "third"?
4. Ender thinks, "Sometimes lies were more dependable than truth." Explain what you think he meant by that. What does this tell you about Ender's character?
5. Describe the fight with Stilson. Was Ender correct in the way he handled the situation?

Chapter 2: Peter

1. "Buggers" 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 this chapter.
2. After reading the whole chapter, describe Peter. How does he feel about Ender? Are Peter's threats real?

Chapter 3: Graff

1. What are some differences in this futuristic society with religion and children?
2. Graff says Ender must volunteer to go to Battle School, and he personally tells Ender many reasons which might convince Ender not to go. How does Graff manipulate Ender to go to Battle School? What aspects of Battle School does Graff warn Ender about?
3. Describe Valentine. How does she feel about Ender? Why wasn't she chosen for Battle School?

Chapter 4: Launch

1. Explain the following quotation, "Isolate him enough that he remains creative - otherwise he will adopt the system and we'll lose him." How is this accomplished in the chapter?
2. Discuss whether Graff is Ender's friend or not.
3. How does Ender repeat the Stilson incident? How does he feel about both? How does this contradict his ultimate goal in Battle School?

Chapter 5: Games

1. What games are being played in this chapter? (Hint - more than just the ones in the game room.)
2. What advice does Mick give Ender? How does Ender feel about Mick?

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3. "He can never come to believe that anybody will ever help him out, ever. If he once thinks there's an easy way out, he's wrecked." How does this relate to the Bernard incident?

Chapter 6 The Giant's Drink

1. Describe the battleroom. What importance do gravity, lasers, and spacesuits have there?
2. How do Ender and Alai become friends? What is surprising about Ender's friendship with Alai?
3. What seems to be the purpose of the Giant's Game? What do the rules appear to be? How does Ender finally get past this part of the mind game? What do you suppose the "lesson" might be?

Chapter 7: Salamander

1. How did Ender defeat the computer's security system? What does this indicate about Ender?
2. Why is Petra Arkanian exactly the wrong kind of friend to have? What valuable skill does she eventually teach Ender?
3. What lessons does Ender learn from Bonzo Madrid about being a commander?
4. Why are adults the real enemies? Think back to the conversations at the start of each chapter.

Chapter 8: Rat

1. Define the terms *xenophobia* and *genocide*. What is the significance of each word in the context of this novel?
2. What surprising information does Dink Meeker relay to Ender?
3. Why is Ender's feet-first attack position so effective in battle?
4. What does he see in the mirror after he defeats the snake? How does this relate to his past actions?

Chapter 9: Locke and Demosthenes

1. Explain how the following people perceive Peter: his parents? his teachers? Valentine?
2. What is Peter's plan to change the world? How does he manipulate Valentine into helping him?
3. What is interesting in the personalities Peter and Valentine represent on the net?
4. How has Ender gained the respect of everyone at Battle School? What has he lost?
5. What part of the game can he not defeat? According to Valentine, why is this?

Chapter 10: Dragon

1. Why did Graff give Ender Dragon and all new soldiers he had not worked with before?
2. 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?

Chapter 11: Veni Vidi Vici

1. In chapter 8, Graff says that "Fairness is a wonderful attribute. It has nothing to do with war." What is the point of their discussion? How does it relate to the battles this chapter?
2. How does Ender inspire confidence and loyalty in the soldiers in his army?
3. Why does Ender begin to watch the propaganda videos from the First and Second Invasions?
4. How does Ender insult Bonzo Madrid's Spanish honor?
5. What does Ender ask Bean to do? Why does he choose Bean for this task?

Chapter 12: Bonzo

1. Why won't the adults save Ender from Bonzo?
2. Who comes to save Ender? How does his intervention ensure Ender's death?
3. How is the fight with Bonzo similar to the earlier fight with Stilson? What is revealed and why isn't Ender told?
4. What happens to all of the soldiers in Dragon Army? What happens to Ender?

Chapter 13: Valentine

1. Why does Ender hate himself? Should he?
2. How is Valentine used again by the army? Why does it work?
3. "If the other fellow can't tell you his story, you can never be sure he isn't trying to kill you." Why can't the two races communicate? Why is this important?
4. What is the Third Invasion in reality? What does an ansible do?

Chapter 14: Ender's Teacher

1. What is the simulator? What is Dr. Device?
2. Why does Mazer Rackham say that "there is no teacher but the enemy"?
3. How did Mazer Rackham defeat the buggers in the Second Invasion? What, according to Mazer, are Ender's advantages and disadvantages when he faces the bugger fleet?
4. "But as their trust in Ender as a commander grew their friendship...gradually disappeared." Why must Ender be isolated from friends? What dangers could arise from having "friendship" with those you must lead?
5. In the fights against Mazer, how do Ender and his team begin to break down?
6. Describe Ender's "final examination." How does Ender win? How is this victory like every other victory he has ever had? How was it like his last Battle School match? What does Ender discover after it is done? Were you surprised?

Chapter 15: Speaker for the Dead

1. Why can't Ender come back to earth?
2. What happens to Locke and Demosthenes?
3. Why does Ender want to go to the buggers' home world?

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4. How did the buggers control Ender's computer game? What does he find when he looks behind the mirror?

5. Why does Ender refer to himself as Speaker for the Dead? Whose deaths does he speak?

6. What mission does Ender go on at the end of the book?

After reading the book...

1. Write a brief description for each of the following characters:

- a. Ender
- b. Alai
- c. Bonzo
- d. Dink
- e. Bean
- f. Petra
- g. Stilson
- h. Peter
- i. Valentine
- j. Graff

***Ender's Game* Discussion Guide**

*After finishing the book, respond to these questions. These questions are to get you to think and analyze the text for more than just what happens in the book. **Please respond in no less than three well-written sentences (you are invited to write more than three-sentences).***

1. The title of the book relates to much more than the physical game being played in Battle School. Throughout the story, how does the title of *Ender's Game* take on multiple meanings?

2. Each chapter begins with a brief dialogue between unseen people. Pay close attention. Why did the author preface each chapter with this dialogue? What does it do for the reader? How does it enhance your reading of the story?

3. Throughout the book, Ender is an outcast. Discuss how Ender is alienated throughout the entire book. What causes his alienation? Does his alienation hurt or help him?

4. Ender proves to be a very capable leader. What qualities does Ender possess and why do they make him such a successful leader? How do Battle School's exercises help him develop his skills?

5. Throughout the novel, especially in chapter 9, there is the subplot of Peter and Valentine and their campaign for political dominance on the nets. Many students are bored by these sections. Why does the author deviate from the main plot to this subplot? What added information, plot-wise and character-wise, is given and how does it impact your reading of the novel?

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6. The author uses point of view to his advantage throughout the novel to hide important information from Ender and the reader. In what ways were you surprised during your reading? Discuss how the author manipulated you, the reader, to create such an effect.