

Student Name:

***Ender's Game* Study Guide**

Science Fiction Fun

Do you enjoy reading science fiction, fantasy novels that occur in future worlds dependent on technology? Do you like Star Trek, Battlestar Galactica, or Star Wars? If so, you will probably enjoy Orson Scott Card's *Ender's Game*, a book in which young Ender Wiggin trains to become the commander of a fleet of spaceships so he can destroy the enemy and save future Earth.

Be a Better Reader

As you work through the study guide for *Ender's Game*, you will also practice these skills, which will help you when you read novels in the future, for school assignments or just for fun.

1. Describe the development of the main character.
2. Discuss how the plot develops throughout the novel.
3. Describe themes in the novel and trace their development throughout the text.
4. Cite textual evidence to support discussion of the novel.
5. Describe and analyze the role of setting in the novel.

Behind the Scenes

When Orson Scott Card started writing *Ender's Game*, little did he know that he was creating one of the most beloved and highly regarded science fiction series of all time. The series, often referred to as the Enderverse or *Ender's saga*, consists of 12 novels, 12 short stories, and 47 comic issues. The first two novels in the series, *Ender's Game* and *Speaker for the Dead* have both won Hugo and Nebula Awards, achievements given to prominent works of science fiction.

Get This!

1. Ender and his brother, Peter, switch personality roles during the time of the novel. Look for reasons why this role-change occurs and how it affects the remainder of the novel.
2. Throughout the novel, it is difficult for Ender to discern who is a friend and who is an enemy. See if you can find a pattern to help distinguish between the two.
3. Each chapter begins with a conversation between two adults. Look for how these foreshadow the events of the chapter.

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The Plot

When Ender Wiggin is chosen by the government to begin training as a leader, he must forsake his previous life for one of danger and adventure. As you read *Ender's Game*, fill in the boxes for each element of the novel's plot.

Climax:

9. _____

8. _____

7. _____

6. _____

5. _____

4. _____

3. _____

2. _____

1. _____

**Falling
Action**

→

10. _____

11. _____

12. _____

13. _____

**Rising
Action**

←

Resolution:

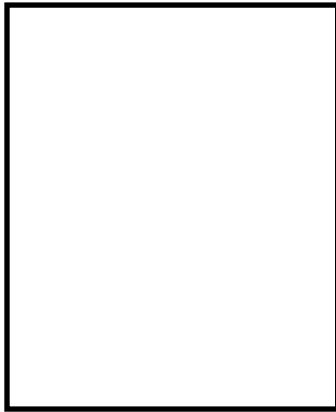
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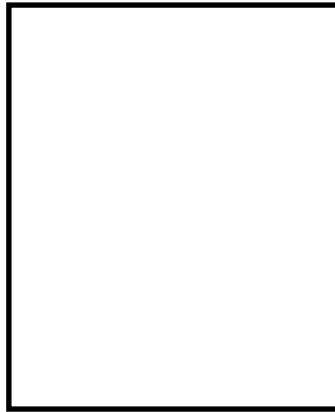
The Characters

On his journey, Ender meets a variety of characters, forming a close bond with some and making enemies with others. Draw a picture of each character listed. Then describe the importance of each character's role in the box beneath each picture.

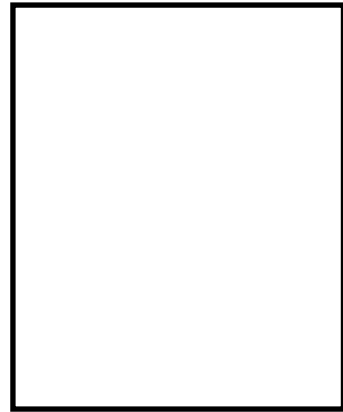
Ender Wiggin



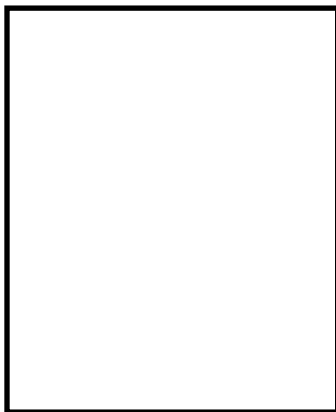
Peter Wiggin



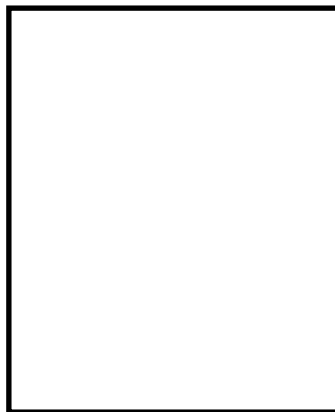
Valentine Wiggin



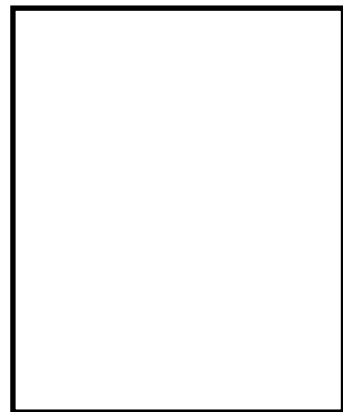
Bonzo Madrid



Colonel Graff



Mazer Rackham



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The Setting

Orson Scott Card utilizes the settings of *Ender's Game* to create an otherworldly atmosphere. For each of the three locations, provide a specific passage from the novel, then explain what the author is trying to convey through the setting.

<u>Location</u>	<u>Quote Describing the Location</u>	<u>What the Author is Trying to Convey</u>
1. Battle School		
2. Game Room at the Battle School		
3. Planet Eros		
4. Command School		
5. Bigger planet		

Select one of the above locations to describe in more detail:

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Tracking Themes

What message is Orson Scott Card trying to communicate in *Ender's Game*? The main themes in novel involve loneliness and isolation, friends and enemies, and games. See if you can identify and analyze those themes.

Step 1: What parts of the plot seem related to a possible theme in the novel? (Think about the main conflict and how it get resolved or worked out.)

Step 2: Which characters seem related to a possible theme? Which characters change, and what do those changes suggest about loneliness and isolation, friends and enemies, and games?

Step 3: How does the author use symbols to hint at the novel's themes? What objects, people, or places stand for something "bigger" in the story?

Step 4: What does the novel's title suggest about the novel's theme?

Step 5: Write one or two of the novel's main themes in your own words.

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Talk About It

What do you think about *Ender's Game*? Did you notice how Ender and Peter switch roles during the course of the novel? Do you observe a contrast between how adults and children are portrayed in the novel? In the space below each question, write an answer based on your own experiences and your own understanding of the novel. Include some textual evidence or examples that helped you arrive at your answer.

1. At the beginning of the novel, Peter acts violently toward Ender and Valentine, while Ender does not display these qualities as much. By the end of the novel, Ender loses much of his innocent, and Peter plays the role of a diplomatic politician. What to think causes these changes in Ender and Peter?

Textual Evidence or Examples:

2. Colonel Graff and Mazer Rackham display contrasting attitudes and actions toward Ender from the beginning to the end of the novel. How do their actions change and what motivates this change?

Textual Evidence or Examples:

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Represent!

Show what you know about *Ender's Game* and its relevance to life in the 21st century. Choose one of these projects to complete and share with your teacher, classmates, and others.

Choice 1: Science Fiction Literature

Ender's Game is classified as a science fiction novel, a novel whose setting features a futuristic world dependent on technology.

Think of other films, plays, short stories, or novels that fall under the science fiction genre. Create an art project that illustrates some of these films and literature—and their settings, plots, and characters. In your visual display, include representations and objects that illustrate each work. Be prepared to explain why you selected each science fiction work, as well as what characteristics of it make it science fiction. Also compare and contrast each work's setting to that of *Ender's Game*.

Choice 2: Ender Wiggin Himself

The novel centers on Ender Wiggin's challenges while attending Battle and Command Schools. While the novel shares a lot with the reader, perhaps it does not share everything Ender is thinking.

Create and perform a monologue as Ender Wiggin to try to gain more insight into Ender as a character. Be sure to write your monologue in the form of a play.