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**Literature**  
Teaching Unit

Chapter-by-Chapter Study Guide



## Ender's Game

by Orson Scott Card

- Learning objectives
- Study Guide with short-answer questions
- Background information
- Vocabulary in context
- Multiple-choice test
- Essay questions
- Literary terms



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# Literature Teaching Unit

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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:
  - allusion
  - characterization
  - foreshadowing
  - irony
  - metaphor
  - mood
  - symbolism
  - theme
4. discuss the significance of historical people and events, such as Demosthenes, John Locke, the Warsaw Pact, and Adolf 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 motif 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 idea 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.

### 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 examples of Ender's past capabilities and character.
2. How is Peter similar to Adolf 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 does this treatment 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 his 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's caring for the bugger cocoon and looking for a place of peace for the bugger to awaken?

# Ender's Game

## Chapter 1

### VOCABULARY

**droned** – talked at length 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** – revenge

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

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2. Why is Andrew Wiggin called a “Third”?

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

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4. How do you know Ender is intelligent?

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3. Why do Ender's parents have a Third?

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4. What reasons does Ender give for not wanting to join the fleet? What reasons does Ender give for joining the fleet?

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5. What explanation does Graff give for the prediction that Ender's parents will not miss him for long?

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6. What is ironic about Colonel Graff's taking Ender's hand?

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7. According to Graff, why does Peter hate Ender?

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8. Do you predict Peter's family will make an appearance later in the novel? Why or why not?

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## Chapter 10

### VOCABULARY

**adroitly** – skillfully  
**arcane** – known or understood by only a few  
**archaic** – old-fashioned; obsolete  
**banter** – good-humored, playful conversation  
**breached** – made a hole or gap in  
**celebrated** – known and praised widely  
**decisive** – beyond doubt; unmistakable  
**divisive** – creating division or discord  
**elite** – the best or most skilled members of a group  
**improvise** – to perform a task with little or no preparation  
**lax** – lacking in strictness or authority  
**surly** – gruff; sullen  
**symmetry** – balance

1. Why is Ender given the Dragon Army?

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2. Why does Ender have an advantage over the other commanders?

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3. How does the personnel Ender is given set him up to be different from all the other commanders? What kind of army is Ender given and under what restrictions?

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11. What does Ender realize when he finds the pupa?

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12. What is Ender's plan for his future?

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13. Why is Ender called "The Speaker For the Dead"?

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14. How does Peter know Ender wrote the book? What is Peter's request?

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15. How does Ender influence all of mankind and redeem himself?

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