

Mrs. Kimberly Ramsey
kramsey@stjweb.org

English I Summer Reading 2017
Ender's Game by Orson Scott Card

Overall Goal:

The overall goal of the high school summer reading program is to provide a venue for students to engage in academic and intellectual pursuits during the summer that have multiple positive benefits for the students including vocabulary enrichment, critical thinking opportunities, and valuable reading and writing experience.

Directions:

English I students will read the novel *Ender's Game* by Orson Scott Card. Students are to answer the Study Guide Questions for *Ender's Game*. I am looking for thoughtful, thorough answers. Students should do their own work - Cliff Notes, Spark Notes, Gradesaver, etc., should not be used. I would rather see an incorrect answer that is the student's original work, than a correct answer copied from the internet, a book or a friend - who really wants to cheat anyway???

Summer Reading Objectives:

A thorough and thoughtful completion of the study guide during the summer, as well as class discussion and other assignments on the selection the first two/three weeks of school, will prepare students for the following:

Grades on *Ender's Game* Unit:

Study Guide - Quiz Grade
Quizzes as we discuss novel
Test on novel study - test grade
Vocabulary Work from novel - daily grades

Summer Guide Reading Questions
Ender's Game, Orson Card
English I

Directions: *Answer in complete sentences with good detail from the book.* Your answers will be graded on completeness, effort and correctness. Do your own work. You must **handwrite** the answers to these. Please skip a line between questions.

Chapter 1-5 Questions:

1. Name and identify the characters whose discussions are in a separate font and usually occur at the beginning of the chapters.
2. Explain what it seems to mean for Ender to be born a "Third." Show whether you think this is a negative or positive fact to his parents; his brother, Peter; his sister, Valentine; his classmates.
3. Analyze how the game "astronauts vs. buggers" that Ender plays with Peter in Chapter 2 foreshadows the events of Chapters 3-5.
4. Explain what Colonel Graff means when he tells Mr. Wiggins that the reason Ender was chosen is not because of the incident with Stilson, but because of Ender's reasons for doing it. Quote Ender's reasons for his assault on Stilson.
5. Explain why Ender decides to go to Battle School.
6. Describe the strategy the I.F. plans to use to make Ender a leader.

Chapter 6-7 Questions:

1. This chapter introduces the virtual reality game the kids play on their desks. The voices call it the Mind Game. We learn that failure in the game can have serious consequences in the real world. What has happened in some cases?
2. Describe the members of Ender's Launch Group in Chapter 6 and platoon in Chapter 7: Alai, Shen, Bernard, Petra, and Bonzo.
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?

Chapter 8-9 Questions:

1. What is Peter's scheme and why does Valentine agree to it?
2. Why does Graff approach Valentine?

Chapter 10-15 Questions:

1. Describe Bean, one of the new soldiers under Ender's command.
2. Use Chapter 14 as a reference to write what you know for each of the items listed: Mazer Rackham, Ender's Squad Leaders, Ender's Final Test, Ender's Battle Strategy, Eros, Ender's Meltdown, Postwar Conditions on Earth.
3. List the ways that Ender and his peers are deceived by the adults of the International Fleet.
4. Summarize what Ender learns about the buggers and human race.
5. Summarize the story of the hive queen.
6. Explain the ritual that the Speakers for the Dead followed.
7. How do Valentine and Ender perpetuate the beliefs of the Speaker for the Dead?
8. Do you think Ender is a monster or a hero in *Ender's Game*? Give examples (at least 3) and quoted text and page numbers for your choice.
9. What lessons does Ender learn from his enemies and what lessons does he learn from situations he is put in? Give examples and quoted text and page numbers.

