

**Ender's Game**  
**by Orson Scott Card**

Honors Biology Summer Assignment: Read *Ender's Game* by Orson Scott Card and complete the accompanying reading guide.

**Chapters 1 – 15**

Character Identification: Write a brief description of each character.

1. Ender
2. Valentine
3. Peter
4. Colonel Graff
5. Mazer Rackham
6. Major Anderson
7. Bean
8. Alai
9. Dink Meeker
10. Petra Arkanian
11. Bonzo Madrid
12. Bernard
13. Stilson
14. Rose the Nose

**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. Discuss the significance of Ender's monitor.
3. Discuss the problems Ender faces as a "third."
4. Describe the fight with Stilson.

**Chapter 2: Peter**

1. Describe Peter. How does he feel about Ender? Be thorough in your answer, as this will change over the course of the chapter.
2. "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.

**Chapter 3: Graff**

1. What does it first seem Graff has arrived to do? What does he really want?
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. 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. How does Ender differ from the other nineteen boys in his launch group?
2. Discuss whether Graff is Ender's friend or not. Be thorough, as your answer will change during the course of the chapter.

3. What effect does Graff's assertion that Ender will be a commander while the other boys are still learning have? How does Ender feel about this statement?

### **Chapter 5: Games**

1. Who is Dap? Why is he important to the Launchies?
2. What advice does Mick give Ender? How does Ender feel about Mick?
3. Who becomes Ender's first friend? Under what circumstances?

### **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. Describe the computer game. Why can't Ender beat the giant at first? How does he eventually win? What lesson does this teach Ender?

### **Chapter 7: Salamander**

1. How did Ender defeat the computer's security system? What does this indicate about Ender?
2. Why is Ender promoted? What is surprising about his promotion?
3. Why is Petra Arkanian exactly the wrong kind of friend to have? What valuable skill does she eventually teach Ender?
4. What lessons does Ender learn from Bonzo Madrid about being a commander? What instructions does Bonzo give Ender concerning battles?
5. Why are adults the real enemies?
6. Why does Ender become suddenly homesick?

### **Chapter 8: Rat**

1. How is Rat Army different from Salamander?
2. What surprising information does Dink Meeker relay to Ender?
3. Why is Ender's feet-first attack position so effective in battle?
4. Describe where Ender is in the computer game. What does he see in the mirror after he defeats the snake? How does he react?

### **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? What is her role in his scheme?
3. What is Peter's "greatest gift"?
4. What names do Peter and Valentine establish for themselves on the net? Why do they need false identities?
5. How has Ender gained the respect of everyone at Battle School? What has he lost?
6. Describe THE END OF THE WORLD on Ender's computer game. What part of the game can he not defeat?
7. Why, according to Valentine, does Ender see Peter in the mirror?

### **Chapter 10: Dragon**

1. What army is Ender given command of? Why was this name retired in the past?
2. Why did Graff give Ender all new soldiers he had not worked with before?
4. 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. What lessons does Ender learn from his battle with Rabbit Army?
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. Describe Dragon's battle with Salamander. 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?
6. What rules are changed, and why do you think the teachers change them?

### **Chapter 12: Bonzo**

1. Why won't the adults save Ender from Bonzo? Does Ender think the teachers will save him from real danger?
2. How many boys come to beat Ender up in the shower? How does Ender control the situation so he only has to fight one?
3. Who comes to save Ender? How does his intervention ensure Ender's death?
4. How is the fight with Bonzo similar to the earlier fight with Stilson?
5. What happens to all of the soldiers in Dragon Army? What happens to Ender?

### **Chapter 13: Valentine**

1. Why has Ender been on earth for two months instead of the originally planned three days?
2. Why does Ender hate himself? After you have this answer, think about it for a few moments and tell how you feel about what has been done to Ender.
3. Summarize the information Graff shares with Ender about the Buggers.
4. What is the Third Invasion? What does everyone else think it is?
5. What does an ansible do?

### **Chapter 14: Ender's Teacher**

1. What is the simulator? Track your answer; it will develop as you read on in this chapter.
2. Who is Ender's teacher? Why was he chosen? How does he explain the fact that he is still alive?
3. Why does Mazer Rackham say that "there is no teacher but the enemy"?
4. Why does Mazer Rackham beat Ender physically? What lesson is he trying to teach?
5. How did Mazer Rackham defeat the buggers in the Second Invasion?
6. What, according to Mazer, are Ender's advantages and disadvantages when he faces the bugger fleet?

### **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?
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?
7. "But as their trust in Ender as a commander grew their friendship...gradually disappeared... Ender was their teacher and commander, as distant from them as Mazer was from him." Why must Ender be isolated from friends? What dangers could arise from having friendships with those you must lead?
8. Describe Ender's "final examination." How does Ender win? How is this victory like every other victory he has ever had? What does Ender discover after it is done? Were you surprised?

### **Science Themes**

1. Think about the possibility of life on other planets. What are characteristics of all living things? What things do all living things need?
2. What sets humans apart from all other animals on earth?

3. Explain the role of technology and innovation in this book. Is technology and innovation always a good thing? How does morality influence the use of technology in science?
4. Explain the role of computer games in the book. Compare this to present day video games and explain the potential benefits and risk of exposing children to them.
5. How and when was The Warsaw Pact integrated into the plot of the book? What is its' significance?
6. What can we learn from studying other organisms?