

Name: _____ Date: _____ Period: _____

Orson Scott Card's ENDER'S GAME—Chapters 1 - 6 Study Guide

1. One of the first things you may notice about this book is that it is printed in two different fonts. The sans serif font at the beginning of almost every chapter is usually in the form of a dialogue between two unidentified speakers, most of whom you will become familiar with as the book continues. We learn a lot that Ender does not know in these sections of the book. What do we learn in this first section?
2. Define the following terms: *monitor—Third—desk*
3. What do you think it means "to submerge himself in someone else's will"?
4. What do we learn about Ender's siblings in this chapter?
5. What is Ender's actual given name?
6. Ender thinks, "Sometimes lies are more dependable than truth." Explain what you think he meant by that, and whether or not you agree with that statement.
7. Explain Ender's encounter with Stilson.
8. What might the word "bugger" mean? "Buggers and Astronauts" is like what game?

9. What do we know about Ender's siblings by the end of this chapter?
10. Are Peter's threats real, a joke, or manipulation? What does he think his greatest talent is?
11. In Chapter 1, we learned that all of the Wiggins children had monitors at one time. Why were Valentine's and Peter's removed so long before Ender's?
12. Explain what it means for Ender to have been born a Third.
13. In this chapter Ender explains his assault on Stilson. Quote his reasons.
14. What are Ender's reasons for deciding to go to the Battle School? There are several reasons.
15. Who is Mazer Rackham?
16. Explain the following quotation from page 27. "Isolate him enough that he remains creative - otherwise he'll adopt the system and we'll lose him."
17. We are also told that "breaking geniuses" makes them better people. Do you see this as true or false? Explain your answer.

18. How does Graff go about isolating Ender in this chapter?
19. How does the incident with the other cadet mirror the Stilson episode? How does Ender feel about this? Explain how this is similar or different to his experience with Stilson.
20. What games are being played in this chapter?
21. Examine Ender's dealings with Bernard. He destroys him. How does he do it? Why?
22. What do we learn about the place from Mick?
23. "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." Explain this notion as it applies to Ender.
24. Ender's ability with computers was foreshadowed in chapter 1. What did he do there? Do you think his choice of "God" for the mystery student file is appropriate? What does it suggest to everyone who sees it?
25. Why is Ender so very careful about his relationship with Shen?
26. This chapter introduces the virtual reality game the kids play on their desks. We learn that failure in the game can have serious consequences in the real world. What has happened in some cases?

27. What makes Ender especially able to function in this zero gravity environment? What are the important things he and Alai learn during this first session? How do the suits and the guns work?
28. What are the signs that it is Alai, not Bernard, who is the leader of this launchy group?
29. 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?