*Ender’s Game* Study Guide Part 2

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Choose a passage from each chapter and fill in the chart.

Example

|  |  |  |
| --- | --- | --- |
| Concrete Detail | Literary Analysis | Reaction |
| “…what kind of man would heal a broken child…just so he could throw him back into battle again” (154) | The structure of two speakers at the beginning of each chapter makes it feel like they are Ender’s gods. It’s like a private aside that only the readers can hear. | Is Graff some kind of sadist, or does he believe he is doing the right thing? Sometimes I think he really loves Ender, but this is getting out of control. |

Chapter 10 “Dragon”

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| Concrete Detail | Literary Analysis | Reaction |
|  |  |  |

Chapter 11 “Veni Vidi Vici”

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| --- | --- | --- |
| Concrete Detail | Literary Analysis | Reaction |
|  |  |  |

Chapter 12 “Bonzo”

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| --- | --- | --- |
| Concrete Detail | Literary Analysis | Reaction |
|  |  |  |

Chapter 13 “Valentine”

|  |  |  |
| --- | --- | --- |
| Concrete Detail | Literary Analysis | Reaction |
|  |  |  |

Chapter 14 “Ender’s Teacher”

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| --- | --- | --- |
| Concrete Detail | Literary Analysis | Reaction |
|  |  |  |

Chapter 15 “Speaker for the Dead”

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| --- | --- | --- |
| Concrete Detail | Literary Analysis | Reaction |
|  |  |  |

Discussion Ideas/Questions: