

Ender's Game Questions

Remember to answer in complete sentences or points will be deducted.

Chapter 1: Third

1. What is important about Ender's monitor?
2. What are the problems Ender faces as a "third"?
3. How old is Ender? Are his actions appropriate to his age?

Chapter 2: Peter

1. Describe Peter. How does he feel about Ender at first?
2. "Bugger" is the word used to refer to the aliens that have attacked the earth. Describe the buggers as you understand them from this chapter.
3. This book contains some language which is often considered objectionable. How do you feel about his kind of language in books? Why do you think the author has his characters use this kind of language?

Chapter 3: Graff

1. In the book Graff says, "It wasn't a charade, Mrs. Wiggin. Until we knew what Ender's motivation was, we couldn't be sure he wasn't another—we had to know what the action meant." What word did Graff mean to end his original thought with?
2. Describe Valentine. How does she feel about Ender? Why wasn't she chosen for Battle School?
3. Graff says Ender must volunteer to go to Battle School, and he personally tells Ender many reasons which might convince Ender not to go. Why does Ender ultimately choose to go with Graff?

Chapter 4: Launch

1. How does Ender differ from the other nineteen boys in his launch group?
2. Why do you think Graff predicts that Ender will be commander while the other boys are still learning? How does Ender feel about his statement?
3. Why doesn't Graff stop the boy from hitting Ender on the head? What happens to the boy?

Chapter 5: Games

1. Who is Dap? Why is he important to the Launchies?
2. Why are the games that the boys play important?
3. Who becomes Ender's first friend? How do they become friends?

Chapter 6: The Giant's Drink

1. What is the battle room? What importance do gravity, lasers, and spacesuits have there?
2. How do Ender and Alai become friends?
3. Who do the boys choose to be their launch leader? Why do you think they chose that person?
4. Describe the computer game with the giant. Why can't Ender beat the giant at first? How does he eventually win? What lesson do you think this teaches Ender?

Chapter 7: Salamander

1. How is the computer game different now that Ender has beaten the giant? How does Ender feel about the children in the game?
2. What valuable skill does Petra Arkanian eventually teach Ender?
3. What instructions does Bonzo give Ender about being a commander concerning battles?
4. How does Bonzo feel about Ender's practices with his original Launchie group?

Chapter 8: Rat

1. What surprising information does Dink Meeker relay to Ender?
2. Why is Ender's feet-first attach position so effective in battle?
3. Think about Dink's discussion with Ender as they float in the battleroom's anti-gravity. What surprising opinion does he have about the Bugger Invasion? Does Ender believe him?
4. Think of where Ender is in the computer game now. What does he see in the mirror after he defeats the snake? How does he react?

Chapter 9: Locke and Demonsthenes

1. What do people around him think of Peter? (His parents, teachers, Valentine)
2. In the book Valentine thinks, "to keep herself safe, all she had to do was to make sure it was more in Peter's interest to keep her alive than to have her dead." How is she valuable to Peter?
3. What names do Peter and Valentine have on the net? Why do they need false identities?
4. Think about THE END OF THE WORLD on Ender's computer game. How does Ender eventually defeat the snake? What does he see when he looks in the mirror afterwards?

Chapter 10: Dragon

1. What army is Ender given command of? Why was this name retired in the past?
2. 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?

3. Starting with this chapter, pay attention to how the teachers change the rules. What rules are changed, and why do you think the teachers change them?

Chapter 11: Veni Vidi Vici

1. What lessons does Ender learn from his battle with Rabbit Army? Where is Dragon Army ranked after their battle with Rabbit Army? How does Ender's friendship with Dink and Petra change?
2. Why do you think Ender begin to watch the propaganda videos from the First and Second Invasions?
3. How does Ender insult Bonzo Madrid's Spanish honor during the Dragon's battle with Salamander?
4. What does Ender ask Bean to do? Why does he choose Bean for this task?

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. Who comes to save Ender in the shower? How does his intervention ensure Ender's death?
3. Why do you think Ender cries after the fight with Bonzo?
4. What do we discover about Bonzo and Stilson during the ending dialogue? Are you surprised?

Chapter 13: Valentine

1. Why has Ender been on earth for two months instead of the originally planned two days?
2. Why do you think Ender hates himself? How do you feel about what has been done to Ender?
3. Ender says he doesn't want to beat Peter. What does he want? Does Valentine think this is likely?
4. What is the Third Invasion? What does everyone else think it is? Why are humans fighting the buggers?

Chapter 14: Ender's Teacher

1. Why doesn't Ender like Eros at first?
2. Why do you think Mazer Rackham beat Ender physically? What lesson is he trying to teach?
3. Describe Ender's "final examination." How does Ender win? How is this victory like every other victory he has ever had?
4. What does Ender discover after it is done? Were you surprised?

Chapter 15: Speaker for the Dead

1. Why can't Ender come back to earth?
2. What happens to Locke and Demonsthenes?
3. How did the buggers control Ender's computer game? What does he find when he looks behind the mirror?
4. Why do you think Ender refers to himself as the Speaker for the Dead? Whose deaths does he speak for?