

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

### Summer Reading 2010 brought to you by English II and the Library

This year our summer reading program will be a little different. Each class will read a different book that relates to a grade level theme. Sophomores will read *Ender's Game* and keep a reading journal. This novel illustrates the Hero's Journey which will be a theme of English II. When school starts in the fall you will be turning in your reading journal (directions below) and writing about this book in English class. Be prepared to bring your journal and answers to the questions to your English II class on the first day of school. Below you will find some links to helpful and interesting information, focus and discussion questions that you will need to answer, a diagram of Joseph Campbell's Hero's Journey, and directions for your Double-Entry Reader's Journal

You can purchase this novel at the Barnes and Noble book fair, check it out from your local library, or down-load a version through *Libraries 2Go* :  
<http://library2go.lib.overdrive.com>.

#### **Links to background and other helpful information:**

The Orson Scott Card official website can be found at <http://www.hatrack.com/>  
The Joseph Campbell Foundation website can be found at <http://www.jcf.org>

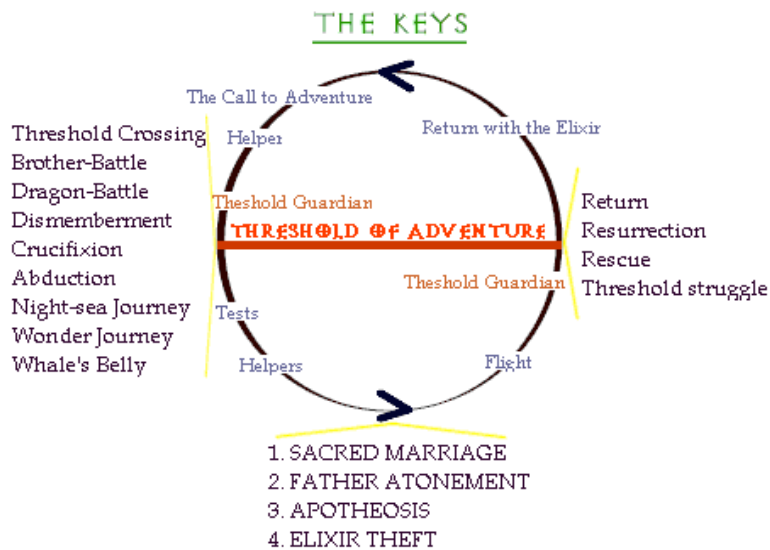
#### **General plot and themes of *Ender's Game*:**

The book follows the training of Andrew "Ender" Wiggin, a six-year-old genius who may be earth's only hope for victory against an invasion of insectoid aliens. The novel's themes of empathy, compassion, moral intent, and the hero's journey make it a natural choice for high school students. The chapters follow Ender's travels from earth to battle school to Eros and the alien planet.

#### **Discussion and focus questions ~ Prepare these questions for the first day of school:**

1. What is the state of religion in the society presented in the novel? Why does religion matter to the story? What impact does morality have on the ending?
2. What does the creation of a place like the Battle School tell you about the society?
3. Why is the novel titled *Ender's Game*?
4. Why do Ender's friendships fade as his authority grows?
5. Is Ender responsible or not responsible for his actions in concluding the game? Is he a hero or a monster? Can either term apply to him? Why or why not?

# THE HERO'S JOURNEY



\* FROM: THE HERO WITH A THOUSAND FACES  
BY: Joseph Campbell

## Double Entry Journal ~

Record page numbers and quotations from the book in the left column and your comments, predictions, or questions in the right column of your reading journal

Write at least one entry for each 15 pages. Be prepared to turn your journal in on the first day of English II.

You should recreate the format below onto other sheets of paper, into a spiral notebook, or a Word document.

Here is an example of a journal entry:

<p>“But since adults always said it when it was going to hurt, he could count on that statement as an accurate prediction of the future. Sometimes lies were more dependable than the truth” (2).</p>	<p><i>I can't imagine thinking that lies are more dependable than the truth. I wonder if there will be more lies in the story. I wonder if the story itself will be a lie.</i></p>