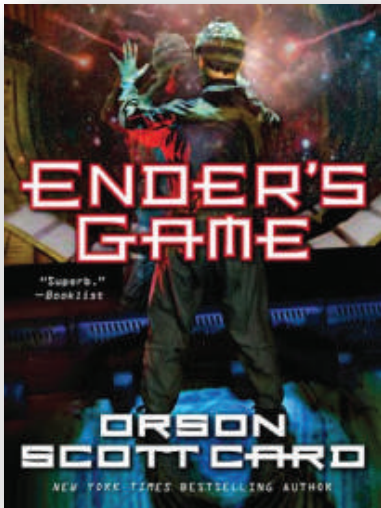# ENDER'S GAME

ORSON SCOTT CARD

ENDER'S GAME

Thanks for looking at our complete teaching unit for Orson Scott Card's fantastic novel, ENDER'S GAME ... optimized for 1:1 Google Drive & OneDrive.

All 141 pages/slides of activities, analyzers, slideshows, and essays included in this bundle are designed to enhance your reading experience, save you (the teacher) prep time, and help your students enjoy and appreciate the novel that much more.

PreReading Bias Activity & Slideshow (14 slides)
— *CCSS.ELA-Literacy.RL.2*
Plot Chart Analyzer Diagram Arc (2 slides)
— *CCSS.ELA-Literacy.RL.2*
Conflict Graphic Analyzer - 6 Types of Conflict (2 slides)
— *CCSS.ELA-Literacy.RL.2*
Settings Analyzer (2 slides)
— *CCSS.ELA-Literacy.RL.2*
Journal - Quickwrite Writing Prompts Slideshow (17 slides)
— *CCSS.ELA-Literacy.W.1*
Vocabulary Word Lists & Quizzes (32 slides)
— *CCSS.ELA-Literacy.RL.4*
Comprehension Journal (15 slides)
— *CCSS.ELA-Literacy.RL.2,3,6,10*
Locke, Demosthenes, Veni Vidi Vici (17 slides)
— *CCSS.ELA-Literacy.RL.9*
Battle School Army Logo Project (6 slides)
Character Analyzer (7 slides)
— *CCSS.ELA-Literacy.RL.3*
Persuasive Essay & Speech and Quotes Analyzer (12 slides)
— *CCSS.ELA-Literacy.W.1*
Evil Ansible Video Message (1 slides)
— *CCSS.ELA-Literacy.W.1*
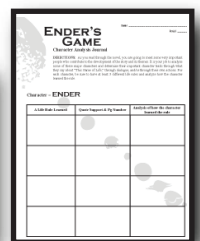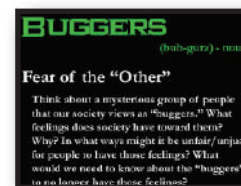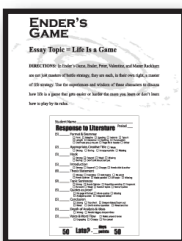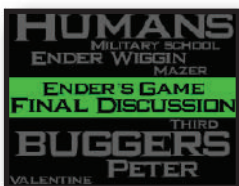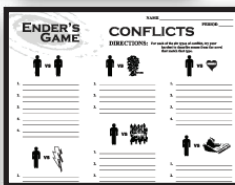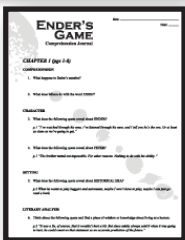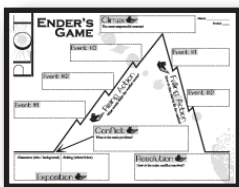Final Discussion (11 slides)
— *CCSS.ELA-Literacy.RL.10*
iPod Audio Tracts Tracker (1 slides)
Movie vs Novel Analyzer (2 slides)
— *CCSS.ELA-Literacy.RL.7*

ENDER'S GAME
CURRICULUM MAP

This is a suggested 7-week plan for students to study Orson Scott Card's novel, ENDER'S GAME. As with all teaching resources, this plan is for your reference and to give you ideas, and you should certainly adjust it according to your classroom's needs. This unit can be easily adjusted to meet the rigor of honors, regular, reading, or RSP students.

Monday	Tuesday	Wednesday	Thursday	Friday
Hand out novel analysis packet - Plot, Conflict, Character, Essay Organizer, Etc. **Pre-Reading Bias Activity**	**Read ch. 1** (14 mins) **Read ch. 2** (13 mins) **Army Logo Signup**	**Read ch. 3** (20 mins) **Read Novel** ⟶ Quickwrite	**Read ch. 4** (20 mins) Quickwrite	**Read ch. 5** (36 mins) Work on novel analysis organizers.
Read ch. 6 (25 mins) Quickwrite	**Read ch. 7** (56 mins) Quickwrite	Quickwrite	**Read ch. 8** (45 mins) Quickwrite	**Vocabulary Quiz #1** Work on novel analysis organizers.
Read ch. 9 (77 mins) Quickwrite	**Locke & Demosthenes PowerPoint** Quickwrite	**Read ch. 10** (31 mins) Quickwrite	**Veni Vidi Vici PowerPoint** **Read ch. 11** (55 mins)	**Quickwrite** **Army Logo Competition**
Read ch. 12 (51 mins)	**Read ch. 13** (57 mins) Quickwrite	Quickwrite	Quickwrite	Work on novel analysis organizers. **Vocabulary Quiz #2**
Discuss the Essay/ Speech or the Final Projects Start outlining ideas or assign project groups.	**Read ch. 14** (100 mins) Quickwrite	**Solar System Map** Quickwrite	**Theory of Relativity** Quickwrite	**Mars Settlers** **Read ch. 15** (41 mins)
Work on Essay/Speech or Ansible Videos. **Quickwrite**	Work on Essay/Speech or Ansible Videos. **Quickwrite**	**Movie vs. Novel Comparison** Watch the film and have students compare the movie to the novel.		
Work on Essay/Speech or Ansible Videos.	Work on Essay/Speech or Ansible Videos.	**Speeches or Ansible Videos** If students write essays, this time can be used to revise their 1st drafts or peer edit before they turn in their final versions.		

Stop to do quickwrites and discussions whenever you reach the corresponding section of the novel.

We know...opening that .zip folder to find all these cool resources can be a tad bit overwhelming. That's why we've explained the various activities in this unit and the Common Core standards each one accomplishes. ☺

Activity	CC Standard	Pedagogy
PreReading Bias Activity & Discussion	*Literacy.RL.1* *Literacy.SL.1*	Students are challenged with nine controversial statements that are created to divide the students into two sides. We like to go question by question and have students physically separate to different sides of the classroom. "If you agree, come to this side...If you disagree, come to this side. Try not to be a maybe or I don't know." Then we have students on both sides express their opinions, while the teacher offers challenging-yet-respectful questions back to each speaker. As students move through the statements, they'll be activating prior knowledge about the deeper issues in the story, while practicing their polite argument skills and getting emotionally connected to the story's ideas.
Plot Organizer	*Literacy.RL.2*	While reading the novel, students will analyze the 6 parts of the plot and find scenes/events that fit into each of the parts. The graphic-rich organizer will visually remind of the tension map of the story as they read.
Conflict Organizer	*Literacy.RL.2*	While reading the novel, students will analyze the 6 kinds conflict and find scenes/events that illustrate the various kinds of conflict.
Characters Organizer	*Literacy.RL.3*	Students will follow the various characters through the story and analyze various details/quotes/situations about them. They will consider physical descriptions, inner desires, and important traits about those characters in order to determine uniqueness and importance to the story.
Vocabulary Lists & Quizzes	*Literacy.RL.4* *Literacy.L.4*	We've all seen the matching or multiple choice vocabulary assessments with the words in one column and the dictionary definitions in the other. These assessments require the students to understand the context of the word in a sentence from the novel. Not only does this require them to know the definition, but it forces them to use the word in the right situation.
Army Logo Design Contest	*Literacy.RL.10*	Students will sign up to design the artwork logo for one of the Battleschool armies. After they've all finished their design, the whole class will vote on the one they think is most awesome. These all look great up on the walls like you're in Battleschool.

Activity	CC Standard	Pedagogy
Quickwrite Writing Prompts	*Literacy.RL.1 Literacy.RL.2 Literacy.W.1*	These writing prompts require students to write their unedited off-the-cuff responses to various quotes, situations, issues that arise from within the story. The questions take the students into memories from their lives (activating prior knowledge), connections with the story's characters and history (encouraging empathetic reading and understanding), and deep areas of thematic meaning (spurring informal argumentation). These discussions might prove to be some of the most meaningful explorations your students experience.
Theory of Relativity	*Literacy.RL.10*	Use the link to give students a bit more information about the Theory of Relativity, the speed of light, and aging. This will help make a little more sense of Mazer Rackham not being dead.
Solar System & Dwarf Planets	*Literacy.RL.10*	Use the link to show the students a good view of the solar system, complete with dwarf planets and the asteroid belts. Eris is a good example of the planet Eros in the story.
Mars Settlers from Earth	*Literacy.RL.10*	Works great before you read chapter 15. Show them the article link about the planned human voyages to Mars. Discuss why humans would want to explore and a bit of our world history of exploring.
Locke, Demosthenes, Veni Vidi Vici	*Literacy.RL.10*	This 16-slide PowerPoint will help students better understand the philosophers John Locke and Demosthenes and emperor Julius Caesar and the significance of his famous quote. In Ender's Game, Peter and Valentine log onto the Nets using pseudonyms of famous philosophers. Knowledge about John Locke and Demosthenes helps the students understand this potentially complicated part of the novel. They will get a clearer grasp of what Peter and Valentine are doing and what it means to the overall meaning of Ender's Game. One of the chapters is entitled "Veni, Vidi, Vici," a quote by Roman emperor Julius Caesar that adds a lot of meaning to Ender's character. Students will learn the background of this saying and then discuss how it applies to Ender and how Ender is similar or different from Julius Caesar.
Essay / Speech	*Literacy.W.1 Literacy.W.9 Literacy.SL.1 Literacy.SL.4 Literacy.SL.6*	Students will choose from a few deep topics to either write an essay or turn their essay outline into a speech on the topic. During the speeches, students will need to understand and chart the speakers' thesis statements. And for you . . . no-hassle grading rubrics are included to make your teaching life easier and save you time.

Activity	CC Standard	Pedagogy
Ansible Evil Video Message	*Literacy.W.1 Literacy.W.9 Literacy.SL.1 Literacy.SL.4 Literacy.SL.6*	In lieu of essays or speeches, you might want to have your students choose to film a video and present to the class. Students will imagine the war is over, and pioneers are en route to go settle on the Bugger homeworld. Now that they've read Demosthenes's history of the wars, they know everything that happened and all the ways people were evil and good and behaved in evil and good ways. They will film a video message to be sent to Earth via the Ansible. Using all of their knowledge and Demosthenes's history (you know, the story they just read), they will tell Earth what "Evil" is. They might need to compare it to "Good" to full understand what evil is.
Final Discussion: **Good vs. Evil**	*Literacy.RL.10*	This 9-slide Ender's Game PowerPoint is a fantastic final discussion of morality and right vs. wrong. Whether you (1) choose to have students break into groups to try to rank the characters on a good vs. evil spectrum or (2) have them work by themselves, the result will be a thought-provoking conversation of the characters in our story. This is NOT your normal surface conversation. Questions like these get kids thinking deeply about life and talking deeply about the things that really matter.
Novel vs. Film Comparison	*Literacy.RL.7*	Students will compare the film to the novel, analyzing the similarities and differences in various aspects of the two works of art.