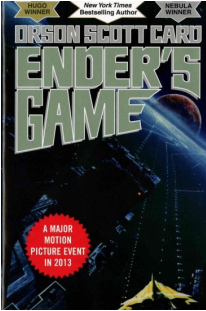


ELPL Lit Kits



Ender's Game by Orson Scott Card

The Hugo and Nebula Award-winning classic--the revised, definitive edition, from the bestselling author of *Xenocide*. The alien Buggers threaten humanity with extinction, and Earth's ultimate savior may be one small boy. Andrew "Ender" Wiggins thinks he is only playing computer games, but he is really commanding Earth's last great fleet.

About the Author: Orson Scott Card is the author of numerous bestselling novels and the first writer to receive both the Hugo and Nebula awards two years in a row; first for "Ender's Game" and then for the sequel, "Speaker for the Dead". He lives with his wife and children in North Carolina.

Discussion Questions:

1. Is childhood a right? Does a person robbed of a "normal" childhood have any possibility of stability as an adult? Does Ender have any chance of living "happily ever after"?
2. The Buggers communicate telepathically using no identifiable external means of communication. Was it inevitable that war would have to occur when two sentient species met but were unable to communicate?
3. Card has stated that "children are a perpetual, self-renewing underclass, helpless to escape from the decisions of adults until they become adults themselves." Does *Ender's Game* prove or disprove this opinion?
4. The government in Ender's world plays a huge role in reproductive decisions, imposing financial penalties and social stigma on families who have more than two children but exerting pressure on specific families who show great generic potential to have a "third" like Ender. Is government ever justified in involving itself in family planning decisions? Why or why not?
5. Is genocide, or in the case of *Ender's Game* where an entire alien race is annihilated, xenocide, ever justified? Was the xenocide of the buggers inevitable?
6. *Ender's Game* has often been cited as a good book to read by readers who are not fans of science fiction. Why does it appeal to both fans of science fiction and those who do not usually read science fiction?

7. Peter appears to be the personification of evil, but as Locke, acts as a good person. How does Card treat the concept of good versus evil in *Ender's Game*?

8. In their thoughts, speech, and actions Card describes children in terms not usually attributed to children. In the introduction to *Ender's Game* he states that he never felt like a child. "I felt like a person all along -- the same person that I am today. I never felt that my emotions and desires were somehow less real than an adult's emotions and desires." Do contemporary teens feel this same way? Do only gifted children feel this way or is it a universal feeling?