**Development in *Ender’s Game***

*Directions: Compare the role of adults in Ender’s life to the role of adults in your own life. Complete the following two questionnaires. Study all previous chapters to gather information about Ender’s relationship to the adults in his life.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Function** | **Your Life** | **Ranking** | **Ender’s Life** | **Ranking** |
| Adults teach you how to live on your own one day. |  |  |  |  |
| Adults provide emotional support. |  |  |  |  |
| Adults provide food and shelter. |  |  |  |  |
| Adults offer spiritual guidance. |  |  |  |  |
| Adults help you learn to socialize with others. |  |  |  |  |
| Adults provide for formal education or training. |  |  |  |  |
| Adults encourage you to pursue any dreams you may have. |  |  |  |  |

In pairs, discuss whether you agree or disagree with your assigned statement and why or why not. Take notes and share the results of your discussion with the rest of the class.

1. Ender is correct to consider the adults his enemies.

2. Ender is ready to be a commander.

3. Colonel Graff is expecting too much of Ender.

4. Ender’s accomplishments are extremely unrealistic for a boy his age.

5. Ender must honor his responsibility to the world and become a great commander.

6. Ender should refuse to fight against Alai and his other friends.

7. Ender is like most other kids of his age.

8. Ender should listen to and trust Colonel Graff completely.