**Chapters 7-8**

*Directions: Answer six of the fourteen questions.*

1. Why is Ender promoted? What is surprising about his promotion?

2. What did Alai say to Ender? Why is this exchange so important?

3. Why is Petra Arkanian exactly the wrong kind of friend to have? What valuable skill does she eventually teach Ender?

4. In speaking with Petra, Ender silently identifies adults as enemies. How does he come to this conclusion?

5. What does Ender learn about leadership and tactics from Bonzo? How can a person “lose face”?

6. Why does Ender suddenly become homesick?

7. This chapter opens with a dialogue between Graff and Anderson. Graff says that “Fairness is a wonderful attribute. It has nothing to do with war” (97). Explain this quote.

8. How is Rat Army different from Salamander?

9. What surprising information does Dink Meeker relay to Ender?

10. Why is Ender’s feet-first attach position so effective in battle?

11. Describe Rat’s battle with Centipede. How does Ender turn Rose’s foolish order to his advantage?

12. Summarize 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?

13. Describe the other commanders’ attempts to stop Ender’s practices with the Launchies.

14. Describe where Ender is in the computer game. What does he see in the mirror after he defeats the snake? How does he react?