

## Ender's Game: Raygor Readability Estimate

“The monitor lady smiled very nicely and tousled his hair and said, “Andrew, I suppose by now you’re just absolutely sick of having that horrid monitor. Well, I have good news for you. That monitor is going to come out today. We’re going to take it right out, and it won’t hurt a bit.”

Ender nodded. It was a lie, of course, that it wouldn't hurt a bit. 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 . . .” (Ch. 1 p. 2)

“He was assigned a bunk at the far end of the room. The upper bunk, so that when he lay on his bed he couldn't even see the door: the curve of the ceiling blocked it. There were other boys near him, tired-looking boys, sullen, the ones least valued. They had nothing of welcome to say to Ender.

Ender tried to palm his locker open, but nothing happened. Then he realized the lockers were not secured. All four of them had rings on them, to pull them open. Nothing would be private, then, now that he was in an army.” (Ch. 7 p. 78)

“The better Ender knew them, the faster he could deploy them, the better he could use them. The simulator would display the situation on the screen. In that moment Ender learned for the first time what his own fleet would consist of and how the enemy fleet was deployed. It took him only a few minutes now to call the squadron leaders that he needed, assign them to certain ships or groups of ships, and give them their assignments. Then, as the battle progressed, he would skip from one leader's point of view to another's, making suggestions, and, occasionally, giving . . .” (Ch. 14 p. 275)

	Number of Sentences	# of Words > 5 letters long
Passage 1	4.9	22
Passage 2	7.0	17
Passage 3	4.8	27
Total	16.7	66
Average	5.6	22

\* According to the Raygor Readability Estimate, Ender's Game is at about 7<sup>th</sup> grade reading level, but due to some of the violent content and issues of genocide, 8<sup>th</sup> grade might be a more appropriate time to teach this book, since at this point most students would have been in middle school for over a year and would have received exposure to more adult situations and responsibilities.



Tiffany Stoddard: Ender's Game 2006

