

Ender's Game Projects

In studying *Ender's Game*, you will be responsible for four projects.
Choose one from each category, and one from each difficulty level.

	Mastery	Involvement	Understanding	Synthesizing
1	Generate 15 Frontier Word Cards from your reading in the novel. (Word & Synonym or Antonym on front, Definition & Your Sentence on back.)	Write a journal entry from Graff's point of view about his feelings regarding Ender.	Write a summary of the training Ender gives the Dragon Army.	Write about what you think would have happened if the teacher's had intervened in either the fight in Nullo G or the fight between Ender and Bonzo.
2	Create a Timeline of Ender's Education on Poster Board or Butcher Paper for the Classroom	Choose two difficult situations Ender faced in the novel and write about his feelings in these situations. Then write about feelings you might have in his situations.	Draw a picture or diagram of what you think the Battle School looks like based on the descriptions given in the book. Label the different parts of the school.	Rewrite the narrative of the fight between Bonzo & Ender, maintaining third person, but telling the story from Bonzo's perspective.
3	Choose 10 key characters and write character summaries for them. Summaries should be at least one paragraph long and include relationships between characters.	Choose 25 Quotes from the novel and complete a Dialog Journal about your feelings and perceptions based upon these quotes.	Identify 10 qualities that describe Ender, and 10 that describe Peter. Write a compare contrast essay using the qualities you identified about Ender and Peter.	Choose a scene from the novel. Create a screenplay of this scene and act it out. Videotape your performance or perform live for the class.