Guided Reading Questions: Ch. 5 and 6

1. Were your predictions about the Games correct? Describe the arcade games and the Battleroom game. What skills are the Launchies learning? What do you think the purpose of the Battleroom game is?

2. How does Ender finally beat the Giant’s Drink game?

3. At the end of Ch. 6, Ender feels that Peter would be proud of the way he beat the Giant’s Drink game. In what ways are Ender and Peter alike? In what ways are they different?

4. Ender works hard to express his feelings in private and not show homesickness in front of any other person. Is it healthy for him or not? What is positive and what is negative about showing feelings? What is positive and what is negative about not showing feelings?

5. How did Ender beat Bernard? Is this an unusual solution to his problem?

6. List the different coping mechanisms (ways of dealing with difficulties) Ender shows. For each one describe whether the overall result of each is helpful or harmful to Ender.

Discussion Questions

- Why can Ender have friends but not parents?
- Why does Ender have to be isolated?
- Why do people bully? Why do others follow bullies?
- Does the story seem realistic? Do the characters seem realistic? Why or why not?
- Why does Ender take on the older boys on the computer games?
- Why is unacceptable to be defeated by someone “lower” than you?
- Why is younger considered lower?
- What do today’s video games teach children? What is harmful? What is beneficial?
- What is the point of having to choose between your own death, and killing someone else?
What do we learn about Ender from the last paragraph of this chapter (Chapter 6)?