

May 12, 2025

English Honors 1 students:

Welcome to the Sierra High School English Honors Program. We hope you will find your experience in English Honors both challenging and rewarding. To help prepare students for college and the Advanced Placement Test in English, we have a summer reading requirement for all AP/Honors students.

Assignment for the summer of 2025

- **BEFORE May 23rd** Complete, sign, and email or mail a copy of the ENGLISH HONORS 1 CONTRACT, page 2, to Mrs. Martin at mmartin@musd.net. If you do NOT want to be in the English Honors I program next year, please email your academic counselor as soon as possible.
- **Purchase** a print copy of the novel *Ender's Game* by Orson Scott Card. **Digital copies are not allowed** as students cannot use technology during in-class writing. Additionally, students are required to complete their annotations in the text, *not* in a spiral notebook, on binder paper, etc.
- Read the novel *Ender's Game*, by Orson Scott Card. You should be done reading and annotating the novel by the first day of school, August 4th. Students who are placed in English Honors I during the spring semester should plan to review their summer reading and annotations over the winter break.
- As you read *Ender's Game*, annotate your copy of the novel. Take notes **within the text** on important quotations and characters. Additionally, record your confusions, questions, and reactions. **These annotations are required for in-class, on demand writing.** Prompts will be given in class. *No notes or outlines taken outside of the text will be permitted.* Please see the attached annotation instructions.
- I have also included an extensive study guide for the novel. Taking the time to answer the questions as you read the novel will help you to prepare for the novel test that we will be taking at the start of the school year. **Answering these questions is optional**, but *highly encouraged*. Please note students will *not* be allowed to use the study guide on the novel test or on demand writing.

I hope you enjoy your summer and look forward to meeting you next year. If you have any questions, feel free to contact me at mmartin@musd.net.

Sincerely,

Mrs. Martin

English Honors 1 Teacher
Sierra High School

ENGLISH HONORS 1 CONTRACT

RETURN IMMEDIATELY!!!!

DUE BY May 23rd!!!

RETURNING THIS FORM SHOWS THAT:

1. My child has received notice of the summer assignment for English Honors 1.
2. **My student is COMMITTING to taking English Honors 1.** Sierra High creates classes based on the number of students wishing to take each class. By returning this form I am showing that I UNDERSTAND THAT ONCE I RETURN THIS FORM **my student is COMMITTING TO TAKE THIS CLASS BECAUSE THERE WILL NOT BE ROOM IN AN ENGLISH 1 CLASS FOR HIM/HER**
3. We understand that all summer reading and in-text annotations are to be completed by the start of school on August 4, 2025.

Student Printed Name: _____

Student Signature: _____

Student SCHOOL email: _____

Parent Printed Name: _____

Parent Signature: _____

Parent email: _____

Parent cell # _____

***NOTE: If you do not wish to have your child enrolled in English Honors 1, please contact your child's counselor at Sierra High School IMMEDIATELY.

Please return a scanned copy of this completed form to Mrs. Martin via email at:

mmartin@musd.net

Ender's Game Annotation Guide

Annotations are margin notes and color markings that you complete in your print copy of the novel *Ender's Game*. Margin notes can be taken on sticky notes if you prefer, but these sticky notes must be attached to your copy of the novel on the related page.

Margin notes should include:

- Your personal response or connection to the text
- Questions or curiosities about a sentence or passage
- Note important quotations that reveal important themes
- Note key details/plot points
- Identify characteristics (both physical and personality) of the main characters
- Note the author's purpose and/or technique
- Identify and define unknown vocabulary

What to do:

- Mark the text pencil, pen, or even better, fine-tipped pens
- Underline sentences that contain an important piece of information/development
- Write the passage topic in the margin as a reminder – just a word or two.
- Write questions in the margin—When you don't understand something or when you don't understand the author's thought process on a particular topic, write the question in the margin as a reminder to settle the question.
- Circle new and unfamiliar words—Look them up as soon as possible.
- Draw arrows to related ideas—or unrelated ideas...

Optional *Ender's Game* Study Guide Questions

Directions: Consider answering the following questions about each chapter of *Ender's Game* as you complete your summer reading. Although your answers will not be collected or graded, answering these questions will help you note important information as you read and give you a comprehensive study guide to review before you take the novel test.

Chapter 1: Third

1. Discuss the significance of Ender's monitor.
2. Discuss the problems Ender faces as a "third".
3. Identify three passages describing Ender's intelligence.
4. How old is Ender? Are his actions appropriate to his age?
5. Describe the fight with Stilson.

Chapter 2: Peter

6. Describe Peter. How does he feel about Ender? Be thorough in your answer, as this will change over the course of the chapter.
7. "Bugger" is the word used to refer to the aliens that have attacked the earth on two previous occasions. Describe the buggers as you understand them from the chapter.
8. This book contains some language which is often considered objectionable. How do you feel about his kind of language in books? Why do you think the author has his characters use this kind of language?

Chapter 3: Graff

9. What does it first seem Graff has arrived to do? What does he really want?
10. Why must Ender's parents let him go?
11. "It wasn't a charade, Mrs. Wiggin. Until we knew what Ender's motivation was, we couldn't be sure he wasn't another—we had to know what the action meant." What word did Graff mean to end his original thought with? Why did he have to be sure of Ender's motivation?
12. Graff says Ender must volunteer to go to Battle School, and he personally tells Ender many reasons which might convince Ender not to go. What aspects of Battle School does Graff warn Ender about?
13. Why are Ender's parents ambiguous (confused) about his going to Battle School?
14. Describe Valentine. How does she feel about Ender? Why wasn't she chosen for Battle School?
15. Explain how Ender is a composite between Peter and Valentine.

16. Why does Ender ultimately choose to go with Graff?

Chapter 4: Launch

17. How does Ender differ from the other nineteen boys in his launch group?

18. What does Ender's understanding about gravity reveal about Ender's ability to think? How might this benefit him in outer space?

19. What effect does Graff's assertion that Ender will be commander while the other boys are still learning have? How does Ender feel about his statement?

20. Why doesn't Graff stop the boy from hitting Ender on the head? What happens to the boy?

Chapter 5: Games

21. Who is Dap? Why is he important to the Launchies?

22. Identify three passages describing Ender's isolation.

23. What advice does Mick give Ender? How does Ender feel about Mick?

24. Of what importance are the games that the boys play? How does Ender do at these games? 25. Who becomes Ender's first friend? Under what circumstances?

26. How does Ender overcome Bernard's malice?

Chapter 6: The Giant's Drink

27. Describe the battleroom. What importance do gravity, lasers, and spacesuits have there?

28. How do Ender and Alai become friends? What is surprising about Ender's relationship with Alai?

29. Who do the boys choose to be their launch leader? Why does their choice seem appropriate? 30.

Describe the computer game. Why can't Ender beat the giant at first? How does he eventually win? What lesson does this teach Ender?

Chapter 7: Salamander

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

32. Describe the computer game now that Ender has beaten the giant. How does Ender identify with the children in the game?

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

34. What lessons does Ender learn from Bonzo Madrid about being a commander? What instructions does Bonzo give Ender concerning battles?
35. Why are adults the real enemies?
36. Why does Ender practice with his original Launchie group? What sorts of things does he teach them? How does Bonzo feel about Ender's practices?
37. Discuss Salamander's battle with Condor. What does Ender realize at its conclusion?
38. Why does Ender become suddenly homesick?
39. Discuss Salamander's battle with Leopard. How does Bonzo react to Ender's actions during the battle?

Chapter 8: Rat

40. How is Rat Army different from Salamander?
41. What surprising information does Dink Meeker relay to Ender?
42. Why is Ender's feet-first attack position so effective in battle?
43. Describe Rat's battle with Centipede. How does Ender turn Rose's foolish order to his advantage?
44. 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?
45. Describe the other commanders' attempts to stop Ender's practices with the Launchies.
46. Describe where Ender is in the computer game. What does he see in the mirror after he defeats the snake? How does he react?

Chapter 9: Locke and Demonsthenes

47. Why did the Wiggin family move from the city to rural North Carolina?
48. Explain how the following people perceive Peter: his parents...his teachers...Valentine.
49. Valentine says "to keep herself safe, all she had to do was to make sure it was more in Peter's interest to keep her alive than to have her dead." How is she valuable to Peter?
50. What is Peter's plan to change the world? How does he manipulate Valentine into helping him? What is her role in his scheme?
51. What is Peter's "greatest gift"?

52. What names do Peter and Valentine establish for themselves on the net? Why do they need false identities?
53. Why is Valentine so upset that her father agrees with Demosthenes?
54. How has Ender gained the respect of everyone at Battle School? What has he lost?
55. Describe THE END OF THE WORLD on Ender's computer game. What part of the game can he not defeat?
56. Why does Valentine think the I.F. is at her school? What does Graff really want?
57. Why, according to Valentine, does Ender see Peter in the mirror?
58. How does Ender respond to the letter from Valentine? Why?
59. How does Ender defeat the snake? What does he see when he looks in the mirror afterwards?

Chapter 10: Dragon

60. Names are exchanged in the introductory dialogue to this chapter. Why have they been talking about Ender?
61. What army is Ender given command of? Why was this name retired in the past?
62. Why did Graff give Ender all new soldiers he had not worked with before?
63. Which way is the enemy's gate?
64. In what ways does Ender treat Bean exactly the way Graff treated Ender when he came to Battle School? How does Ender's discussion with Bean show what he has learned from Graff?
65. Starting with this chapter, pay attention to how the teachers change the rules. What rules are changed, and why do you think the teachers change them?

Chapter 11: Veni Vidi Vici

66. What lessons does Ender learn from his battle with Rabbit Army?
67. Where is Dragon Army ranked after their battle with Rabbit Army?
68. How does Ender's friendship with Dink and Petra change?
69. How does Ender inspire confidence and loyalty in the soldiers in his army?
70. Why does Ender begin to watch the propaganda videos from the First and Second Invasions?
71. Why do Graff and Anderson question Ender seven days after his first battle?
72. Describe Dragon's battle with Salamander. How does Ender insult Bonzo Madrid's Spanish honor?

73. Why do most kids think the game is important? What does Ender reveal to Bean about the game's importance?

74. What does Ender ask Bean to do? Why does he choose Bean for this task?

75. What rules are changed, and why do you think the teachers change them?

Chapter 12: Bonzo

76. Why won't the adults save Ender from Bonzo? Does Ender think the teachers will save him from real danger?

77. What warning does Petra give Ender? Is he surprised?

78. How many boys come to beat Ender up in the shower? How does Ender control the situation so he only has to fight one?

79. Who comes to save Ender? How does his intervention ensure Ender's death?

80. How is the fight with Bonzo similar to the earlier fight with Stilson?

81. Why does Ender cry after the fight with Bonzo?

82. Describe Dragon's battle with Griffin and Tiger. What does Ender decide after this battle?

Chapter 13: Valentine

85. Why has Ender been on earth for two months instead of the originally planned two days?

86. Why has Ender won every fight he has had, according to him?

87. Why does Ender hate himself? After you have this answer, think about it for a few moments and tell how you feel about what has been done to Ender.

88. Ender says he doesn't want to beat Peter. What does he want? Does Valentine think this is likely?

89. On which planet is I.F. Command? Why won't the pilot of the ship be able to leave once he arrives?

90. Summarize the information Graff shares with Ender about the Buggers.

91. What is the Third Invasion? What does everyone else think it is?

92. What does an ansible do?

93. Why are we fighting the buggers?

Chapter 14: Ender's Teacher

94. Why doesn't Ender like Eros? Track your answer, as you will discover more as you read further into the chapter.

95. What is the simulator? Track your answer; it will develop as you read on in this chapter.
96. Who is Ender's teacher? Why was he chosen? How does he explain the fact that he is still alive?
97. Why does Mazer Rackham say that "there is no teacher but the enemy"? Do you agree with him?
98. Why does Mazer Rackham beat Ender physically? What lesson is he trying to teach?
99. How did Mazer Rackham defeat the buggers in the Second Invasion?
100. What was the purpose of the First Invasion? The Second Invasion? The Third Invasion? 101. What/Who is Dr. Device?
102. Who are Ender's squad leaders when he begins training with Mazer Rackham?
103. What, according to Mazer, are Ender's advantages and disadvantages when he faces the bugger fleet?
104. "But as their trust in Ender as a commander grew their friendship...gradually disappeared...Ender was their teacher and commander, as distant from them as Mazer was from him." Why must Ender be isolated from his friends? What dangers could arise from having "friendship" with those you must lead?
105. What happens to Petra?
106. Describe Ender's "final examination." How does Ender win? How is this victory like every other victory he has ever had? What does Ender discover after it is done? Were you surprised? 107. Now that you know it all, think about how Ender was guided to this point. How do you feel for Ender? Why?

Chapter 15: Speaker for the Dead

108. Why do you think there is no introductory dialogue for this chapter?
109. What is Graff going to do now that the war is over? What is Anderson going to do? 110. Why can't Ender come back to earth?
111. What happens to Locke and Demonsthenes?
112. How did Valentine win her and Ender's freedom from Peter? What does Valentine intend to do?
113. Why does Ender want to go to the buggers' home world?
114. How did the buggers control Ender's computer game? What does he find when he looks behind the mirror?

115. Why does Ender refer to himself as the Speaker for the Dead? Whose deaths does he speak for?

116. What mission does Ender go on at the end of the book