

3. What else do we learn about Bonzo through the author? Cite important evidence from the text.

Note: You must use different quotes for each. At the end you'll have a total of 3 quotes on this page!

Directions: Think about what characters THINK, SAY, and FEEL about Ender.

- 1. Make an inference about what Petra thinks of Ender. Support your inference with evidence from the text.
- 2. Write an important quote from Petra. What does this quote reveal about Bonzo? Explain. What does this quote reveal about Petra's attitude toward Ender?
- 3. What else do we learn about Petra through the author? Cite important evidence from the text.

Note: You must use different quotes for each. At the end you'll have a total of 3 quotes on this page!

Directions	Scenes to Consider
Directions: Good readers can visualize the settings of the texts they read. In Ender's Game , the setting in the video mind game is important to understanding what's going on inside Ender, mentally and emotionally. Your task is to draw, in detail, a scene from the mind game. Be sure to refer to the text frequently to make sure your scene is an accurate representation of the setting. Feel free to add captions to add further clarifications.	 The Giant's Drink table: Ender choosing between the two shot glasses The Giant's Drink: Ender attacking the giant The Giant's Drink: Ender being welcomed by the bat to Fairyland. Fairyland: The kids and the playground Fairyland: Ender unable to play on the playground Fairyland, the forest leading to the well: Ender being confronted by the kid-wolves Fairyland: Ender "getting rid" of the kids at the playground Ender's journey down the well into the End of the World Ender sees the End of the World for the first time Ender inside the castle with the snake-rug