**Literary Analysis: *Ender’s Game***

**Step 1**: Read and Annotate the Passage.

The Giant’s corpse had essentially finished its decay. What could be torn by the small scavengers was torn; the maggots had done their work on the organs; now it was a desiccated mummy, hollowed-out, teeth in a rigid grin, eyes empty, fingers curled. Ender remembered burrowing through the eye when it had been alive and malicious and intelligent. Angry and frustrated as he was, Ender wished to do such violence again. But the Giant had become part of the landscape now, and so there could be no rage against him.

Ender had always gone over the bridge to the castle of the Queen of Hearts, where there were games enough for him; but none of those appealed to him now. He went around the giant’s corpse and followed the brook upstream, to where it emerged from the forest. There was a playground there, slides and monkeybars, teeter-totters and merry-go-rounds, with a dozen children laughing as they played. Ender came and found that in the game he had become a child, though usually his figure in the games was adult. In fact he was smaller than the other children.

He got in line for the slide. The other children ignored him. He climbed up to the top, watched the boy before him whirl down the long spiral to the ground. Then he sat and began to slide.

He had not slid for a moment when he fell right through the slide and landed on the ground under the ladder. The slide would not hold him.

Neither would the monkey bars. He could climb a ways, but then at random a bar seemed to be insubstantial and he fell. He could sit on the see-saw until he rose to the apex; then he fell. When the merry-go-round went fast, he could not hold onto any of the bars, and centrifugal force hurled him off.

And the other children: their laughter was raucous, offensive. They circled around him and pointed and laughed for many seconds before they went back to their play.

Ender wanted to hit them, to throw them in the brook. Instead he walked into the forest. He found a path, which soon became an ancient brick road, much overgrown with weeds but still usable. There were hints of possible games off to either side, but Ender followed none of them. He wanted to see where the path led.

It led to a clearing, with a well in the middle, and a sign that said, "Drink, traveler." Ender went forward and looked at the well. Almost at once, he heard a snarl. Out of the woods emerged a dozen slavering wolves with human faces. Ender recognized them-- they were the children from the playground. Only now their teeth could tear; Ender, weaponless, was quickly devoured.

 His next figure appeared, as usual, in the same spot, and was eaten again, though Ender tried to climb down into the well.

 The next appearance, though, was at the playground. Again the children laughed at him. Laugh all you like, Ender thought. I know what you are. He pushed one of them. She followed him, angry. Ender led her up the slide. Of course he fell through; but this time, following so closely behind him, she also fell through. When she hit the ground, she turned into a wolf and lay there, dead or stunned.

 One by one Ender led each of the others into a trap. But before he had finished off the last of them, the wolves began reviving, and were no longer children. Ender was torn apart again.

 This time, shaking and sweating, Ender found his figure revived on the Giant's table. I should quit, he told himself. I should go to my new army.

 But instead he made his figure drop down from the table and walk around the Giant's body to the playground.

 This time, as soon as the child hit the ground and turned into a wolf, Ender dragged the body to the brook and pulled it in. Each time, the body sizzled as though the water were acid; the wolf was consumed, and a dark cloud of smoke arose and drifted away. The children were easily dispatched, though they began following him in twos and threes at the end. Ender found no wolves waiting for him in the clearing, and he lowered himself into the well on the bucket rope.

 The light in the cavern was dim, but he could see piles of jewels. He passed them by, noting that, behind him, eyes glinted among the gems. A table covered with food did not interest him. He passed through a group of cages hanging from the ceiling of the cave, each containing some exotic, friendly-looking creature. I'll play with you later, Ender thought. At last he came to a door, with these words in glowing emeralds:

THE END OF THE WORLD

He did not hesitate. He opened the door and stepped through.

 He stood on a small ledge, high on a cliff overlooking a terrain of bright and deep green forest with dashes of autumn color and patches here and there of cleared land, with oxdrawn plows and small villages, a castle on a rise in the distance, and clouds riding currents of air below him. Above him, the sky was the ceiling of a vast cavern, with crystals dangling in bright stalactites.

 The door closed behind him. Ender studied the scene intently. With the beauty of it, he cared less for survival than usual. He cared little, at the moment, what the game of this place might be. He had found it, and seeing it was its own reward. And so, with no thought of consequences, he jumped from the ledge.

 Now he plummeted downward toward a rolling river and savage rocks; but a cloud came between him and the ground as he fell, and caught him, and carried him away. It took him to the tower of the castle, and through the open window, bearing him in. There it left him, in a room with no apparent door in floor or ceiling, and windows looking out over a certainly fatal fall.

 A moment ago he had thrown himself from a ledge carelessly; this time he hesitated.

 The small rug before the fire unraveled itself into a long, slender serpent with wicked teeth.

“I am your only escape,” it said. “Death is your only escape.”

**Step 2:** Read the Prompt.

**Prompt:** The Fairyland that Ender encounters in the mind game is nightmarish. And it is extremely significant. Consider the passage above. Unlike previous portions of the game, Ender’s game character is a child, not an adult. Analyze, how this sequence symbolizes Ender’s childhood.

What is the prompt asking? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Step 3:**  Write a Thesis Statement. Include Author, Title, Type (Genre), and Time, as well as a complete answer to all parts of the prompt.

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**Step 4:** Write Assertions. (In an essay these would serve as your “topic” sentences.)

**Assertions should:**

* Be arguable (If I can’t disagree with it because it’s a fact, it’s not an assertion.)
* Be supported by text evidence (at least two separate examples).

Ex: The vast prairie and its constant motion represent the narrator’s view of his life as an endless, hopeless repetition of the same rural life as his family.

**Assertion 1**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Potential Text Support

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**Assertion 2**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**Assertion 3**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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