Ender's Game Project

The project will consist of two components.

EVERYONE WILL BE REQUIRED TO COMPLETE THE COMIC SUMMARIES.

**Comic Chapter Summaries**
*Each worth a Daily Grade*

Your chapter reviews must meet the following criteria:

1. Illustrated (comic book style) summary for every 5 chapters of the book
   a. 1-5 Due February 24th
   b. 6-10 Due March 2nd
   c. 11-15 Due March 9th

2. Illustrations must include 2 important quotes from those 5 chapters.
   a. Minimum of 10 panels per summary set
   b. Quotes need to be clearly marked with an asterisk* or underlined

3. Analysis of quotes by chapter separation at the end of each summary set
   a. Analysis will explain the importance of the quotations chosen
      i. What's the context of the quote?
      ii. Significance to the story?
   b. Analysis a minimum of three sentence
THEN YOU WILL CHOOSE **ONE** FROM THE FOLLOWING OPTIONS:

1. Soundtrack
2. Newspaper
3. Board Game

**Soundtrack List**

Your Soundtrack List must meet the following criteria:

1. One song chosen per chapter
   a. Name of song listed next to chapter number
   b. Must be songs with lyrics, no instrumentals or songs from the film soundtrack
2. One line from the song you believe truly represents that chapter
3. One line from the chapter that corresponds
4. Analysis of how the song fits chapter (think of it like the commentary crossover Short Answer Response)

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**Sample**

*Chapter 1 - Third*

_Song:_ Every Breath You Take.

_Artist:_ The Police

_Lyric:_ "Every breath I take, every move you make, every bond you break, every step you take, I'll be watching you."

_Novel:_ "I've watched through his eyes, I've listened through his ear, and I tell you he's the one."

_Commentary:_ In the song the singer is warning his former partner that no matter what, he'll be there in the shadows. He watches over her against her will much like the government does to children and society Ender lives in. The government keeps constant watch over the citizens, and they have no choice in the matter.
Your Newspaper must include the following:

1. **Newsletter Title (5 points)**
   a. This title must be created in some way from the title of the book or the theme of the book.

2. **Advertisements (20 points)**
   a. Insert three advertisements for people, places, and/or things from your book. The following are suggestions, but be creative and remember to consider the setting of the novel:
      b. Person - advertise a service that a person is offering.
      c. Place - advertise a place for travel or a piece of real estate that is for sale.
      d. Thing - advertise an item that is for sale or for rent.

3. **News Stories (35 points)**
   a. The newsletter must have two news stories about the different challenges that occurred in your book.
   b. These should be creative, detailed, and accurate, but please don’t write another novel either!

4. **Obituaries (25 points)**
   a. The newsletter must have two obituaries (character summaries/sketches—that discuss the character, his/her life, accomplishments, qualities, etc.) about characters in the book.
   b. Check a paper to see what obituaries look like, but remember that these should be creative, detailed, and accurate to the novel.
   c. You can write an obituary for a character that died after the novel ended as well.

5. **Writing Process (10 points)**
   a. Prewriting with a revised and edited rough draft.
   b. The final copy and headline on the articles should be error free.

6. **Vital Information (5 points)**
   a. Be sure to insert the
      i. book title (2 points),
      ii. author’s name (2 points),
      iii. and your name (1 point)
   on the newsletter in a location of your choice. I suggest that you include them in some creative way rather than just adding them on at the end. You will not get credit if you just write this information on the newsletter when you hand it in.

*This assignment is best done on a computer (for the final copy). There are programs on the library computers that will create professional-looking newsletters, even allowing for pictures. Keep in mind that no class time will be devoted to this. If no computers are available, try your best to create an assignment that looks like a newsletter. Remember to hand in your rough copies!*

Board Game

Your Board Game Must Include:

- Game Pieces
- Trivia Cards
- Instructions

I should have a good understanding of the novel’s plot, characters, setting, theme, and conflict from your game.

Steps for creating your game board:

1. Draw the map of spaces on a poster board. It could be circular, like the board in Monopoly, or one-way, like the board in Candy Land. It will help to consider the story you are basing the game board on and what locations are significant to the novel. Does the story start and end in the same place, or does the main character start in one location and end in another? The game board should accurately reflect the story of the book.

2. Color the poster board with illustrations and designs to reflect the locations from the book represented in the game. Additionally, consider the setting. The game board should be designed to reflect the setting. So if they are stranded on an island, the board itself should be an island. If the main character visits a cave filled with dragons around the middle of the book, the area of the board around the middle might be decorated with dragons.

3. Write instructions on some of the spaces to introduce variety to the game and tie in to events from the plot of your novel. Some spaces can have instructions to move forward or backward a number of spaces, sit out a turn, roll the dice an extra time, or other instructions that may relate to good/bad events from the story. Look to other board games for inspiration.

4. Write a minimum of 20 trivia questions on note cards with rewards like an extra turn, moving forward extra spaces if they answer the question correctly, or losing a turn or moving back spaces if they are incorrect. Write instructions on some of the board game spaces to draw a trivia card. This demonstrates, more importantly, an understanding of the material in the book. Write questions regarding characters, setting, conflict, theme, and plot that only someone who has read the book could answer. You must include the page number from the novel where this information can be found.

5. Include game play instructions so players can easily and clearly understand how to play.