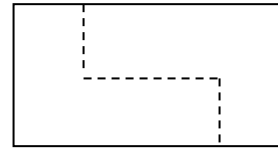
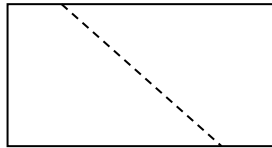


ENDER'S GAME MAP PROJECT: PART 1

Throughout *Ender's Game*, Ender explores the "Virtual Reality Game" on his desk. In your groups, you are going to construct a map of this game. Here are the guidelines for **part 1**, which will follow Ender through **Chapter 6**.

REQUIREMENTS:

- Your map for Chapter 6 should take up **no more than half** of your paper. You need to leave room for future journeys. You may split up the paper any way you would like (below are some examples)



- Your map must contain **four** landmarks from pages 62 to 65. Each landmark must have a **quote** written near it, supporting its presence on your map.
- Your map must show Ender's route through the virtual reality game (a line, footprints, or anything else your group can think of will work)
- Your map must have color.
- **Everyone** in your group must participate in the construction of the map. You can split up sections, assign jobs, or anything else to make sure everyone is participating. If everyone in your group is working, you will receive **5 points**.

On the back of this sheet are some examples of maps. Use them to find ideas and make your map creative!



