

# ***ENDER'S GAME MAP PROJECT: PART 2***

For **part 2** of the map project, you will add **three more** landmarks to your map, all from **Chapter 7: Salamander** of *Ender's Game*.

## *REQUIREMENTS:*

- After completing Part 1 of the map project, you should have about half of your map unused. For Part 2, simply **leave enough space on your map to add 2 more landmarks**. Plan out your workspace before beginning drawing.
- This section must contain **three landmarks** from Chapter 7 (**pages 70-74**). *Add the three landmarks you believe are the most significant.*
- Your map must show Ender's route, must have color, and all members of your group must participate.