

## Biopoem

*Ender's Game*

### Purpose of the Strategy

This strategy encourages character analysis. Students are able to express themselves in a creative writing style, while still interacting on a fairly sophisticated level with the text.

### Directions

Step 1: After reading far enough in the book where students could describe several characters, assign them a "Biopoem". This activity could be used as an after activity or an activity exclusive of a specific reading assignment.

Step 2: Tell the students that they can choose any character from *Ender's Game* and write a Biopoem for him or her, using the following format. Put these directions on an overhead.

- |         |   |
|---------|---|
| Line 1  | Write the character's first name              |
| Line 2  | List four traits that describe the character  |
| Line 3  | Write "Relative of _____" (fill in the blank) |
| Line 4  | "Lover of _____" (list 3 items)               |
| Line 5  | "Who feels _____" (list 3 items)              |
| Line 6  | "Who needs _____" (list 3 items)              |
| Line 7  | "Who fears _____" (list 3 items)              |
| Line 8  | "Who gives _____" (list 3 items)              |
| Line 9  | "Who would like to see _____" (list 3 items)  |
| Line 10 | "Resident of _____" (fill in the blank)       |
| Line 11 | Write the character's last name               |

Step 3: Show students the example on the next page as a model.

### Assessment

Students do not need to necessarily follow the format exactly, but they should include enough detail about the character to show that they have thought about that character's attributes. Look for responses that indicate deeper analysis, rather than simple repetition of surface details.

## Biopoem

Teacher Copy  
*Ender's Game*



Bean

Inventive, pint-sized, curious, underage  
Relative of no one but Ender's jeesh  
Lover of battle, his leader, and playing with null-g  
Who feels courage, intensity, and indignation  
Who needs an opportunity, some rope, and a smaller flash suit  
Who fears premature leadership, failure, and Ender's breakdown  
Who gives a listening ear, the victorious nudge, and a humiliating example  
Who would like to see the ocean, the other side of the universe, and victory  
Resident of Battle school  
No name but Bean

