English 1   **Name _____**

Ender's Game and T-C-E-C-C: Learning Targets

A learning target is like a goal. For each unit of study that we have this term, you will have a certain list of learning targets. It is your responsibility to keep track of where you are in the process of grasping each learning target. By the end of each unit, you should feel confident in your mastery of each learning target.

1. Define and identify examples of the following literary devices:

➢ Direct characterization
➢ Indirect characterization
➢ Simile
➢ Metaphor
➢ Allusion
➢ Setting
➢ Point of View
➢ Symbol
➢ Foreshadow
➢ Theme
➢ Motif

2. Define the elements of a complete paragraph (T-C-E-C-C) and draft complete paragraphs using this model.

3. Write a thesis statement that properly outlines a multi-paragraph essay.

4. Explain how universal themes can make a book engaging and relevant.

5. Analyze how Card develops themes in _Ender's Game_ and support with evidence from the text (e.g. characters, events, etc.)

What do you already know about each of these learning targets? Write notes, examples, diagrams, etc. in the space below to remind yourself of what you learned in middle school about these learning targets: