

# A game of cards by witi ihimaera essay



**ASSIGN  
BUSTER**

Grandson remembers when he was younger, Mirror's 'Museum' playing cards -Meets Anna Mirror in her room, antiseptic smell, sickness -Uncommon explains why he hadn't come to see her lealer -Anna mirror talks about handing over responsibilities for looking after the interest of the Maori in Within -She asks him about nun' & love life, cause she wants to know the future is secure, he lies about both. -Grandson goes back to his home in the area, but is soon called back. -All the Within family gather and homestead Anna Mirror requests a game of cards and all Join around the homestead. Anna dies The Themes In this Book -Importance if Family -The nature of Friendship -Loss of Maori Identity The Last Wait Ma wall RA e trauma Et mare I Wahoo nee Ma et tike Ma et pond Me et arrow e Which meaner: Who will assume responsibly For the challenge that faces us Let it be true Let it be honest Let it be valued relationships. \*Anna Mirror tries to utilize strategies which will pressure the culture and tradition \*The grandson is the only one of her grandchildren that is trying to fulfill her expectations \*Mrs. Heat raises the point of who will take responsibility when Anna Mirror dies.

Character Information ANNA MIRROR -symbolizes ten past -represents the older generation -Her house is like a museum, has many memories, treasures, heirlooms -Love card games because it brings the family together and teaches strategy -holds family together -normally full of life- now sick - wants to conserve the identity and culture -wants to save the tribal lands for the younger generation -stubborn and wants to be independent from the outside world.

Represents younger generation -cares about his Anna -One of his generation that does care about his family -shifts to the city to try learn more to help

impress Nan' -wants to be an individual -the families best hope for the future  
-one of the ' cards' Nan' bets -can't fulfill his Nan's expectations so lies to  
her. SYMBOLS +++ Cards -Annals car -Tradition -Family -Cheating (all is fair  
in love and cards) -Represents how to retain identity and culture -Life +++  
The Museum -The heart of the family -Family History -Burns down in another  
story (Fire on Gravestone)