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# Gifts (Ursula Le Guin Book 1) (English Edition)



*Par Ursula K. LeGuin*  
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**Par Ursula K. LeGuin : Gifts (Ursula Le Guin Book 1) (English Edition)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Gifts (Ursula Le Guin Book 1) (English Edition):

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**Description :** Description du produitScattered among poor, desolate farms, the clans of the Uplands possess gifts. Wondrous gifts: the ability--with a glance, a gesture, a word--to summon animals, bring forth fire, move the land. Fearsome gifts: They can twist a limb, chain a mind, inflict a wasting illness. The Uplanders live in constant fear that one family might unleash its gift against another. Two young people, friends since childhood, decide not to use their gifts. One, a girl, refuses to bring animals to their death in the hunt. The other, a boy, wears a blindfold lest his eyes and his anger kill.In this beautifully crafted story, Ursula K. Le Guin writes of the proud cruelty of power, of how hard it is to grow up, and of how much harder still it is to find, in the world's darkness, gifts of light.

Prsentation de l'diteur Orrec, the son of the Brantor of Caspromant, and Gry, daughter of the Brantors of Barre and Rodd, have grown up together, running half-wild across the Uplands. The people there are like their land: harsh and fierce and prideful; ever at war with each other. Only the gifts keep the fragile peace. The Barre gift is calling animals. The women of Cordemant have the power of blinding, or making deaf, or taking away speech. The Rodds can send a spellknife into a man's heart. The Callems can move heavy things - even buildings, even hills. The Caspro gift is the worst and best of all: it is the gift of undoing: an insect, an animal, a place ... Orrec and Gry are the heirs to Caspro and Barre. Gry's gift runs true, but she refuses to call animals for the hunt. Orrec too is a problem, for his gift of undoing is wild: he cannot control it - and that is the most dangerous gift of all ... GIFTS is Ursula Le Guin at her best: an exciting, moving story beautifully told. From School Library Journal Grade 7 Up In this well-realized fantasy, the people of the Uplands have unusual and potentially dangerous abilities that can involve the killing or maiming of others. Gry can communicate with animals, but she refuses to use her gift to call creatures to the hunt, a stance her mother doesn't understand. The males in Orrec's line have the power of unmaking or destroying other living things. However, because his mother is a Lowlander, there is concern that this ability will not run true to him. When his gift finally manifests itself, it seems to be uncontrollable. His father blindfolds him so that he will not mistakenly hurt someone, and everyone fears him. Meanwhile, Ogge Drum, a greedy and cruel landowner, causes heartache for Orrec and his family. There is a strong sense of foreboding throughout the novel. The characters, who are well rounded and believable, often fail to understand the extent of the responsibility that comes with great power. In the end, Gry and Orrec come to recognize the true nature of their gifts and how best to use them. Readers can enjoy this story as a suspenseful struggle between good and evil, or they can delve deeper and come away with a better understanding of the choices that all individuals must make if they are to realize their full potential. An excellent choice for discussion and contemplation. Bruce Anne Shook, Mendenhall Middle School, Greensboro, NC Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. Booklist \* Starred \* Gr. 6-10. Gifts, in the context of Le Guin's newest novel, inspire fear more often than gratitude. But this book is a gift in the purest sense, as the renowned fantasist's admirers have waited 14 years since the release of Tehanu (1990) for another full-length young adult novel. Providing an intriguing counterpoint to the epic third-person voice of Le Guin's Earthsea novels, this quieter, more intimate tale is narrated by its central character, Orrec. Born into a feud-riven community where the balance of power depends on inherited, extrasensory "gifts," Orrec's gift of Unmaking (which is wielded at a glance and is as fearsome as it sounds) manifests late and strangely, forcing him to don a blindfold to protect those he loves from his dire abilities. The blindfold becomes a source of escalating tension between Orrec and his stern father, and its eventual removal serves as a powerful metaphor for the transition from dependent youngster to self-possessed, questioning young adult. Although intriguing as a coming-of-age allegory, Orrec's story is also rich in the earthy magic and intelligent plot twists that made the Earthsea novels classics. One would expect nothing less from the author whose contributions to literature have earned her a World Fantasy Award, a Nebula Award, and, most recently, a Margaret Edwards Award for lifetime achievement. Jennifer Mattson Copyright American Library Association. All rights reserved