

CONTROL ALTER DELETE · BY K.L. KETTLE

READING ACCESS – REACHABLE FOR EVERY READER

Pre-teach vocabulary, sentence stems & strategies · SEND · EAL · lower-prior-attainment

The pack's extracts are **more accessible than they look**. They decode at a reading age of about **10**: plain sentences, in a teenage gamer's voice close to how students already talk. The only real load is a little invented tech-world vocabulary. Pre-teach a handful of terms and the extracts open up for almost any reader, with the thinking kept fully intact.

PRE-TEACH THESE TEN two minutes before reading: the words that carry the world

World 2.0: a whole digital world where people don't just play, they live.

Altercation: Hal's favourite game; a giant role-playing game that reshapes around each player.

perception: your senses "logged in", so the game feels real.

the Knox Cup: the huge competition Hal is trying to enter.

the leaderboard: the ranking of players; being top matters.

the Alter / Alternet: the network you log into to enter World 2.0.

Francis Knox: the tech genius who built World 2.0.

avatar: the version of yourself you appear as online.

on-demand: everything available instantly, whenever you want it.

to stream: to broadcast your gameplay live to viewers.

PRINT THESE ONTO THE PUPIL SHEET not just said aloud: put the scaffold in their hands

Sentence stems — the memory-object task

- "The one thing they kept was ____."
- "It looked like... it felt like... it smelled of..."
- "They never said ____, but you could tell because ____."
- Feeling words to bank first: *comfort, longing, safe, missing, home.*

Stems — the attention-economy task

- "I got ____, but I gave up ____ without noticing."
- "It felt free, but really I paid with ____."
- "The loudest voice said ____. The truth was ____."
- Sort first: what you *gain* vs what it *costs*.

LOWER THE READING DEMAND – WITHOUT LOWERING THE THINKING

Before & during

- Pre-teach the ten words above (two minutes).
- Read the extract aloud first — the voice carries the meaning.
- Chunk it: one paragraph, one question at a time.
- Pair a confident reader with a developing one.

Make it stick

- Dual-code: sketch the game world or Dad's chair before writing.
- Give the stems on paper; tick each as it's used.
- Let students answer in a sentence before a paragraph.
- Accept a drawing + label as a first response.

Audio & read-aloud. Each extract is about a page — ideal for reading aloud. Model the first, then let pairs re-read. Most devices will read the PDF aloud (Immersive Reader, or built-in "Speak" tools) for students who need it. **Reading age noted above is for the extracts**; the whole novel is a longer, more demanding read, best pitched at KS4.