

CONTROL ALTER DELETE · BY K.L. KETTLE

READING GROUP & SHADOWING: IN A BOX

Run it in one lunch break · zero prep · for libraries, book clubs & Carnegie shadowing

Everything you need to run *Control Alter Delete* as a reading group or shadowing session. No need to have finished the book.
Start with the opening extract from the free Activity Pack.

OPEN

5 MIN

A game that reshapes itself around you, in a world you never have to leave. **Would you log off, and what would it take?** First impressions, no wrong answers.

EXPLORE

10 MIN

Pick three:

- World 2.0 gives Hal everything on demand. What does it quietly take?
- How do you decide what's *real* online, and would those tests survive a world this convincing?
- "The loudest voice becomes the truth." Where have you seen volume mistaken for truth?

ARGUE

10 MIN

Split the room on the motion: **"The most convincing story always wins, whether or not it's true."** One side for, one against. Swap and vote.

VERDICT

10 MIN

The shadowing card. Score it 1–5 for **story**, **characters** and **writing**. Would you shortlist it? Which one line stayed with you, and why? (Jot them down. That's the group's verdict, ready to share.)

IF THEY LOVED IT

Ready Player One (Ernest Cline) · *The Hunger Games* (Suzanne Collins) · Patrick Ness · Malorie Blackman · Louise O'Neill · and, for a screen night, *Black Mirror* (check episode ratings first).

SHELF-TALKER: PRINT & DISPLAY

"In *World 2.0* you can be anyone and have anything, but the most-shared story becomes the truth. *Ready Player One* with real stakes, from Carnegie-nominated K.L. Kettle."

Running a reading or Carnegie-shadowing group? The verdict card gives readers a simple way to score and defend a book (story, characters, writing), so a lunch break turns into proper, argued book talk. More free resources, lesson plans and author visits at klkettle.com.