

CONTROL ALTER DELETE · BY K.L. KETTLE

MAKE THE CASE – TO TEACH IT WITHOUT A CLASS SET

A one-page brief for heads of department, budget-holders & your DSL

The short version: a 2026 near-future thriller — *Ready Player One* with real stakes — that turns gaming, grief and "what's real online" into ready-made English, PSHE and Citizenship teaching, with every resource already built and free, and no class set required to start.

WHY NOW: TWO CONVERSATIONS ON EVERY FRONT PAGE

From **spring 2027**, under-16s across the UK will be cut off from mainstream social media (Children's Wellbeing and Schools Act 2026; Australia's ban has run since 2025) — and **generative AI** is reshaping how young people think, create and work, with early research flagging real costs to attention and critical thinking. Students need somewhere to *think both through*, not just be told to switch off. *Control Alter Delete* — its always-on World 2.0 and its AI "Mum" — opens exactly that space, and it is written by an author who works in tech and AI.

THE BUDGET CASE this book's real question is "can I justify it?" — here's how

Start for near-nothing

You don't need thirty copies. One or two library copies + the free extract packs run a full scheme of learning. The cross-curricular packs teach the book's themes from short extracts, so it earns curriculum time before any class set is bought.

Grow on evidence

Run it as a reading group / shadowing title first (kit provided). If it lands — and the gaming hook makes that likely — *then* make the case for a set, backed by student engagement, not a punt on a new title.

Zero prep cost

Activity pack with answer keys, KS3 & KS4 lesson plans and units, a media-literacy debate pack, craft spotlight, reading-access support and a content map — all free. Adoption costs no teacher hours.

CURRICULUM FIT

English

Analysing how writers build desire, doubt and persuasion (AO2); viewpoint and structured discussion; writing to describe and argue (KS3 & KS4, incl. GCSE AO5/AO6).

PSHE / RSHE · Computing

Digital wellbeing and identity; online pressure and misogyny; grief and help-seeking; how feeds and recommendation shape what we see.

Citizenship

Power and platforms; misinformation and how "truth" is made online; the attention economy; the live debate over restricting under-16s' access; rights and responsibilities in digital life.

SAFEGUARDING, BRIEFLY for your DSL

Handled with care

Ready Player One with real stakes, and less violent than *The Hunger Games*. Extracts and packs are classroom-safe (top of KS3 and up); whole-novel study is best KS4. Themes of grief, a parent's dementia and online unkindness are handled with care, not shock.

Fully documented

A **Content Map** shows where sensitive material falls (for previewing), and support links — including a dementia line — sit in the pack. Nothing hidden; everything plannable.

A paragraph for a letter home — copy, paste, adapt

"This term, [class] will use K.L. Kettle's *Control Alter Delete* — a near-future thriller in the spirit of *Ready Player One* — to explore gaming, the online world and media literacy in English, PSHE and Citizenship. We've chosen extracts and framing suitable for the class; the book touches on grief and online unkindness, handled with care. If you'd like to know more or talk anything through, please contact [teacher]."