

# 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](http://klkettle.com).