LITTLE TIGER CHILDREN'S BOOKS PRESENTS

CONTROL ALTER DELETE

BY K.L. KETTLE

KS3 THREE-LESSON UNIT

THE COST OF A PERFECT WORLD

KS3 Scheme of Work · English / PSHE · A three-lesson unit built around *Control Alter Delete* by K.L. Kettle

YEAR GROUP	LESSONS	SUBJECTS	OUTCOME
KS3 (Year 9) & KS4	3 × 60 minutes	English / PSHE	A justified viewpoint

WHAT THE UNIT DOES

Students meet *Control Alter Delete* and the world of World 2.0, work out how a "perfect" digital world is made to feel irresistible, and then take and defend their own view on the trade at the heart of the book. It reads across English and PSHE, and needs no prior knowledge of the novel.

THE ARC

LESSON 1

WELCOME TO WORLD 2.0

Enter the world. Meet Hal, World 2.0 and the central question, and start weighing what a perfect digital life gives and takes.

Outcome: a trade-off ledger

LESSON 2

HOW THE LIE SEDUCES YOU

Analyse the craft. Spot the techniques that make World 2.0 feel desirable, and name what each one targets in the reader.

Outcome: an annotated extract

LESSON 3

TAKE YOUR SIDE

Argue and create. Form a viewpoint on the book's question, back it with reasons, and up-level the writing with the dice mat.

Outcome: a justified response

CURRICULUM COVERAGE

English

Reading speculative fiction and inference; writing to present a viewpoint; structured, reasoned discussion.

PSHE / RSHE

Life online, digital wellbeing and identity, and thinking critically about what we share and consume.

Computing (links)

The impact of technology on society; data, attention and the platforms shaping daily life.

A note on content. A fast, immersive near-future thriller — *Ready Player One* with real stakes, and less violent than *The Hunger Games*. It deals with grief and a parent's illness, some peril and a major character's death, and online unkindness — handled with care. Suitable for KS3 and KS4 (13+); a quick skim lets you pick what suits your class.

LESSON 1 — WELCOME TO WORLD 2.0

Lesson 1 of 3 · English / PSHE · 60 min · Outcome: a trade-off ledger

LEARNING OBJECTIVES

- Understand the world of the book, and how speculative fiction turns a real question into a story.
- Start weighing what a "perfect" digital world gives and takes.

RESOURCES

- Opening extract (one per pair)
- "Welcome to World 2.0" prompt card
- Mini-whiteboards or paper

TEACHING INPUT — 15 min

Starter. Put the offer on the board: an app that makes your whole life feel perfect. Think, pair, share — what would you trade to keep it?

> *"Who'd be a CEO when you can be a god?"*

Input. Introduce the book. Hal lives in World 2.0, a digital world where you can be anyone, and her favourite game, Altercation, reshapes itself around whoever is playing. Name the move speculative fiction makes: take something already true — we trade attention and data for convenience every day — and turn the dial up. Read the extract aloud.

MAIN ACTIVITY · THE TRADE-OFF LEDGER — 25 min

In pairs, two columns. What World 2.0 **gives** — be anyone, never bored, perfect memories, always connected. What it quietly **takes** — attention, privacy, honest self-image, real friendships, the boredom that sparks an idea. Then, alone: **would you log in for good?** Write a short answer using two points from the ledger.

Lower

Part-filled ledger to sort; sentence stems and a word bank (attention, privacy, identity).

Middle

Build the ledger; give one clear reason for their view, plus one point for the other side.

Higher

Add a real parallel — feeds, AI companions, always-on games — and ask who profits from the trade.

SOMETHING A LITTLE DIFFERENT

Build a skin. Design who you would be in the Alter, then write one line about what that version of you is hiding.

PLENARY & ASSESSMENT — 10 min

Quick vote — would you log in for good? Two or three voices. **Check:** can students explain what World 2.0 offers, and what it costs?

LESSON 2 – HOW THE LIE SEDUCES YOU

Lesson 2 of 3 · English / PSHE · 60 min · Outcome: an annotated extract

LEARNING OBJECTIVES

- Spot the techniques that make World 2.0 feel desirable.
- Explain how a writer makes a reader want something.

RESOURCES

- Opening extract and "Welcome to World 2.0" copy
- Highlighters or coloured pens
- Trade-off ledgers from Lesson 1

TEACHING INPUT 15 min

Starter. Show a real advert or app promise. Ask: what trick is this using to make you want it?

Input. Model annotating one line of the World 2.0 copy for technique: a promise, a bit of flattery, a fear of missing out. Give students a simple toolkit — what the words promise, and what they target: loneliness, grief, the wish to be someone else.

MAIN ACTIVITY · SPOT THE TECHNIQUES 25 min

In pairs, annotate the extract and the "Welcome to World 2.0" copy. Mark each technique and label what it targets in the reader. Feed back as a class: which technique is the most powerful, and why?

Lower

Find three techniques from a checklist and match each to what it targets.

Middle

Find techniques independently and explain the effect of each on the reader.

Higher

Rank the techniques by power and justify the order using the text.

SOMETHING A LITTLE DIFFERENT

Out-sell it. Rewrite "Welcome to World 2.0" to be even more tempting. Swap with a partner and spot each other's tricks.

PLENARY & ASSESSMENT 10 min

Each student names one technique they will steal for their own writing. **Check:** can they name a technique and its effect on the reader?

LESSON 3 — TAKE YOUR SIDE

Lesson 3 of 3 · English / PSHE · 60 min · Outcome: a justified response

LEARNING OBJECTIVES

- Form a viewpoint on the book's question and back it with reasons.
- Use up-levelling to improve a piece of writing.

RESOURCES

- Ledgers and annotations from Lessons 1–2
- The Altercation AO5/AO6 dice mat
- Two dice per pair

TEACHING INPUT — 15 min

Starter. Recap the central question and take a quick show of hands:

> *"A beautiful untrue life, or a broken true one?"*

Input. Model a point–evidence–explanation paragraph that takes a side. Share sentence stems, and remind students they now have two things to use: points from their ledger and techniques they spotted in the text.

MAIN ACTIVITY · MAKE YOUR CASE — 25 min

Students write a justified response — **would you log in for good?** — using at least two points from their ledger and one technique they found. Then they roll the **Altercation dice mat** to check, up-level and develop the writing.

Lower

Sentence stems and a word bank; aim for one clear, supported point.

Middle

Point–evidence–explanation, with a counter-point before their own view lands.

Higher

Answer the strongest opposing argument and bring in a real-world parallel.

SOMETHING A LITTLE DIFFERENT

Creative route. Instead of an argument, write World 2.0's small print, or the moment Hal chooses between a true memory and a perfect false one.

PLENARY & ASSESSMENT — 10 min

Human continuum across the room; a few justify, others may move if persuaded. **Check:** viewpoint stated, a reason given, and — for some — an opposing point answered.

Bring the author to your school

K.L. Kettle runs sessions and workshops on tech, creativity and hope — the questions behind this unit.

Book a visit · klkettle.com