



Teaching resources

Prepared by Jack Heath, 2019-04-09

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Publisher: Scholastic Australia
Age: 10+
Genre: Action / adventure
Perfect for reluctant readers

Plot:

When Jarli Durras invents a lie-detector app, he becomes an overnight celebrity. He also becomes the least popular person in the small town of Kelton, having just exposed everybody's secrets. Reporters surround his house. He gets bullied at school. An old man even deliberately rams Jarli's dad's car. Jarli thinks he's put his whole family in danger. But soon he starts to suspect that the old man wasn't working alone, and that Jarli may not have even been the real target. Unable to trust anyone else, he and his friends, Bess and Anya, investigate the crime by themselves.

For more about the series, visit scholastic.com.au/liars.

About the author:

Jack Heath is the author of 29 novels, including the *Liars* series and *300 Minutes of Danger*. His books have been translated into six languages, shortlisted for numerous awards, optioned for TV and adapted for film. His first book was published when he was a teenager—he's now 32. He lives in Canberra, Australia. For more about Jack, jackheath.com.au or [@jackheathwriter](https://twitter.com/jackheathwriter) on social media.

Thanks to Mel Smith, a dedicated teacher who inspired these resources. —Jack

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Questions and activities for *LIARS: The Truth App*

Literature

- What techniques does the author use to make the book exciting?
- Which other stories depend on fictitious inventions or technologies? Have any of them ever been invented in real life later? Would they have been invented if not for the stories?
- How many sensations are described in the first chapter? Why did the author use them?

Creative writing

- Write an extra scene, or an alternate ending. (Where might Cobra have gone after he left the prison? What might Anya have been doing while Jarli was talking to the media? Who else might the police have questioned during their investigation?)
- Choose a character and fill in the attached worksheet.

History

- Research another invention from history which had unexpected consequences (either for its creator or for society).
- When Jarli becomes an overnight celebrity, he and his family are endangered. Has this happened to real people? What could they do to protect themselves? How could they have handled the attention better?

Drama

- Act out one of the scenes from the book with the other students. Suggested chapters: EXPOSURE, page 80, or HUNTED, page 108.

Visual arts

- Draw or paint a character or setting from the story.
- Design a visual interface for Jarli's app. What might it look like?

Ethics

- Discuss: Was Jarli right to invent the app? Will it do more harm than good? Is Jarli responsible for the damage it causes? Is honesty always the best policy?
- What problems might Jarli's app create in real life? What problems might it solve? How would the world change?

Science

- Jarli's app apparently uses guitar tuning software to measure the pitch of someone's voice. What does that mean? How is the pitch of a sound measured in real life?
- At one point Jarli's father is in an induced coma. What does that mean? How and why would his doctors have done this?

Technology

- Could Jarli's app ever work in the real world? Which underlying technologies would be required?

Engineering

- Research the safety features built into most cars. How many of them protect Jarli and his father in the first chapter? What would have happened without them? Is the chapter realistic?

Maths

- Jarli speculates that he could have been a millionaire if he hadn't giving the app away for free, but Ben Gorman points out that fewer people would have downloaded it if it cost money. How might Jarli calculate the best way to earn money from his creation?

Character worksheet

Name:

Age:

Occupation:

Appearance:

Goals:

Fears:

Strengths:

Flaws:

Skills:

Relationships:

Describe the contents of the character's bag:

Describe their bedroom: