



## Liars #1: The Truth App

Author: Jack Heath

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### Synopsis:

THE TRUTH APP is the latest craze in the town of Kelton. It listens to everyone around you and tells you if they're lying. When the app goes viral, its teenage creator, Jarli, becomes famous overnight. But being a celebrity can be dangerous. Especially when you've just exposed everyone's deepest, darkest secrets. Now everyone is out to get Jarli. Kids at school. Teachers. The police. Even his own family. And the secret network of criminals based in Kelton have just added Jarli to their hit list. The TRUTH doesn't always set you free...

### Author / Illustrator Bio:

Jack Heath is the pen name of a bestselling and award-winning author. He has written more than twenty action-packed books for kids. His novels have been translated into six languages and adapted for film.

Jack fell in love with reading in primary school, when an ear infection left him unable to do much else. In high school he was frustrated by the slow pace and lack of excitement in most teenage fiction, so he started writing his own novel. It was picked out of a slush pile and published while he was still a teenager, and it soon became an international success.

In the course of his research, Jack has toured morgues and prisons, performed as a street magician and travelled through eleven countries, including Russia. His enthusiastic presentations at schools and festivals have gotten thousands of kids hooked on reading. His previous day jobs—in which he met many interesting characters—include fry cook, music teacher, TV salesman, call centre worker and bookseller. He plays several musical instruments, and lives on the land of the Ngunnawal people in Gunghalin, Australia.



## Curriculum Links

English - Year 6  
ACELA1526  
ACELY1816  
Design and Technologies

## English

Read pages 1-4 to the class.  
This opening chapter stops on a real cliff hanger.

Ask them to write the next chapter.

- What happens to Jarli?
- Does he survive?
- How does he survive?
- Why do you think the car crashed into them?

## Design Technologies:

Using a range of technologies including a variety of graphical representation techniques to communicate, students represent objects and ideas in a variety of forms such as thumbnail sketches, models, drawings, diagrams and storyboards to illustrate the development of designed solutions. They use a range of techniques such as labelling and annotating sequenced sketches and diagrams to illustrate how products function; and recognise and use a range of drawing symbols in context to give meaning and direction.

### App design:

In the book Jarli designs an app that can tell if someone is lying.

Talk about some apps that already exist (not games), and look at some examples.

See below for some examples:

- **Duolingo: Learn Languages Free**  
Duolingo is the world's most popular way to learn a language. It's 100% free, fun and science-based. Practice online on [duolingo.com](https://www.duolingo.com) or on the apps!
- **ChoreMonster: make chores fun for kids!**  
Handy chore chart uses monstrous humour to motivate kids.
- **iHomework 2**  
Planner features ultra-detailed, flexible homework tracking.
- **Moment - Screen Time Tracker**  
Slick app needs full access to track device use, set limits.

## Design Technologies:

In groups, brainstorm ideas for a new app. It can be something practical/ educational, or a little more ambitious, like a Lie Detector app.

- If you're having trouble thinking of an idea, think about ways you would like your life to be easier/better. Is there an app you could design that would help you achieve that?

When you come up with an idea, present your app to the class, using a Power-Point presentation, as if you were pitching the idea to an investor OR on a TV show like Shark Tank

- What would your app do?
- What is your target market (who would be most likely to use your app)
- Design graphics to show what the interface of your app would look like
- Give examples of how this app will make peoples life better/easier/more fun.

## English

In the chapter **Beneath The Radar** Jarli's Mum asks him what he was thinking, making the app. Did he really think it was a good idea? Jarli doesn't understand why anyone would want/need to lie.

### Read Page 60

With the example of Kirstie and her greasy hair, she said she would have preferred it if Jarli had lied to her, that way she would be happy. Jarli's feelings are, that if he lied about her hair, how would she believe him when he tells her that her hair actually looks good. So the question is this...is it even OK to lie?

Think about the two statements below.

1. It's Ok to lie
2. It's never OK to lie

- Divide your class into groups, half of the groups will have to work together to write and present a persuasive argument on the statement **It's Ok to lie**, and the other have to write an argument to persuade us **It's never OK to lie**.
- Depending on how the groups are set up, two groups (one **for** and one **against**) could present their arguments to another class (or classes), and that class can vote on which group managed to persuade them.

### Names/Word Origins

The main character in the book has an unusual name, Jarli – often misheard and then he's called Charlie. Most names have a meaning of some kind:

Jarli - Jarli means 'barn owl' in the Jiwarli language of Western Australia. While the last speaker of [Jiwarli](#) passed away in 1986 a dictionary was able to be made and many people continue speak words or phrases in the language.

Have the students find out the meaning of their own names.

There are many websites and books that have meaning of names. Here's one to get you started.

<https://www.behindthename.com/>