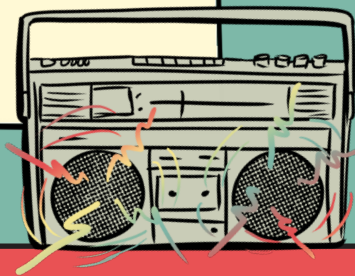


# READY, CASSETTE, GO! DISCUSSION QUESTIONS



1. Have you ever played music on a cassette player (or "deck")? If you have, describe the experience in three words. If you haven't, ask an adult in your life if they have a collection they can show you! What do you notice about tapes? How do you think they work?
2. Taki communicates in fun, expressive symbols. What do they look like to you? What kind of sounds do you think these symbols make when spoken out loud?
3. Melody has just moved to Cassette City. If you were in her shoes, what's the first thing you'd do or place you'd explore in this retro, funky town, and why?
4. On page 12, the artist has used a full page to show Melody rocking out. Why do you think they chose to do this rather than using panels? Where does your eye travel across the page? How does the composition reflect the mood the artist is trying to convey?



# READY, CASSETTE, GO! DISCUSSION QUESTIONS



1. There's a big crowd trying to get the new PURE TRASH tape! Have you ever waited for an album or music release outside a physical shop? Do events like these seem common in your town? If not, why do you think that is? And if you could go to a "big release day event", what band would it be for?
2. Everyone in Snackwich's family is named after food! If you were a raccoon in this world, what would your food name be?
3. Snackwich shares his tape with Melody, and a new friendship is born. Think of how you met some of your closest friends. What did you share with one another to make that connection?
4. Think about the way Taki is included in the dialogue. How does Sitter, the author and illustrator, get around the fact that the reader never knows what Taki is saying? Why do you think Sitter chose to make one of the main characters speak this way?

# READY, CASSETTE, GO! DISCUSSION QUESTIONS



1. Snackwich, Taki, Astor, and Knox are very welcoming to Melody, but she's resisting their friendship and thinks she might be better off alone. Why do you think she's having a hard time joining a team? Have you ever had an experience like this—either trying to include others, or being included yourself?
2. Styles and Melody bump into each other in the String Along instrument shop, and while they're "enemies", they seem to have a lot in common. In what ways are they alike?
3. Turbo says, "A band isn't just musicians who play well together. They lift each other up" (p. 51). Can you describe a time you were part of a group that worked well together? Do you think you also had the extra magic that Turbo describes? Why or why not?



# READY, CASSETTE, GO! DISCUSSION QUESTIONS



1. Styles is often making fun of everyone he encounters. Do you think he's actually scared of losing the ROCK YOUR SOCKS competition, like Melody says? What else could Styles be afraid of, and could it be feeding his "mean streak"?
2. Melody loses when she tries to play *Tape Escape*, a game that Snackwich says is easier when you play with friends—but once again, she refuses his help. What do you think is holding her back from accepting help from the people in her life?
3. Snackwich is vulnerable and honest with Melody about dropping his drumsticks and trying to win the competition to make it up to Taki. Take a minute to think about a time you shared something personal with a friend. You don't need to share any details about what you told them—rather, think about how it affected your friendship. Did it bring you closer together? Did you learn something about them, or about yourself? Why is it often hard for people to be vulnerable and honest, even with someone they're close to? Why is honesty an important part of friendship?
4. Sitter, the author and illustrator, has fanned out the panels of the band tryouts, with Taki, Snackwich, and Melody in the middle, over two pages (56-57). This is called a "two-page spread". What path did your eyes move along as you first looked at this spread? Were you more drawn to the art panels, or the text? Explain how the busyness of the spread reflects the general feeling of the tryouts.

# READY, CASSETTE, GO! DISCUSSION QUESTIONS



1. Snackwich has heard a lot of rumors about the electronics repair shop. Where do you think these rumors came from, and what makes the place seem so scary? Would you go there? Why or why not? How does the place make you feel?
2. What were you expecting when the gang went into the repair shop? Are there clues around the workshop that reveal what's behind the KEEP OUT door that Taki investigates?
3. Atikus' mom says she has "higher aspirations for [Atikus] than joining a band" (p. 88). Can you think of a time in your life when an adult had expectations for you without considering what you yourself wanted?

THWAMP



# READY, CASSETTE, GO! DISCUSSION QUESTIONS



1. Mixtapes are a fun way to share music with your friends! If you made a mixtape, what would you put on it? Include four to six tracks (songs) and name your tape! (See Snack's guide to mixtapes, pp. 96-98).
2. The band's conversation about the art of making a mixtape takes place as they are riding the city trains. Why do you think the author chose to pair these visuals with this dialogue?
3. Melody's place would be perfect for band practice, and her dad already said he wouldn't mind. Why do you think she lied to the others and said she didn't have room?
4. What is it about Melody's conversation with Atikus that changes her mind about using her place to jam? Do you think she's finally learning to trust her friends? Use an example from the book to support your answer.

# READY, CASSETTE, GO! DISCUSSION QUESTIONS



1. How is Styles creating tension in his own band? Why do you think he's acting this way? If you were in their shoes, what would you say to Styles?
2. Why do you think Melody's words about being solo are hurtful to her bandmates?
3. Are there any similarities between Styles' and Melody's interactions with their respective bands?
4. Do you think Melody cares more about revenge than about the band, like Snackwich says? Or is beating Styles about something else entirely? What do you think is driving Melody to make these choices?
5. What is different about the Track 7 title page (see p. 115) compared to the previous ones? Why do you think Sitter illustrated it this way?



# READY, CASSETTE, GO! DISCUSSION QUESTIONS



1. Consider the illustration for Track 7's title page (p. 115) and the events that took place in the chapter. Now look at the Track 8 title page (p. 135)—how does it hint at what takes place in this chapter?
2. Melody admits she has worried about everyone leaving her, and that's why she "messed things up" on purpose. How could she have made different choices to trust her friends and herself along this journey? How do you stay connected to your own friends?
3. When Atikus worried he wasn't "made" to be a musician, Melody says that "we can still choose how we treat ourselves" (p. 157). Describe a time when you chose to do something uncomfortable because it was important to be the "real" you.
4. While trying to convince Atikus' mom to let him play in the show with them, Melody says: "You both get to choose how you make each other feel." (p. 168) Have you ever been in a situation when someone you cared about didn't understand how you were feeling? How did you resolve it?
5. When Styles took the PURE TRASH tape from Melody in Track 2, she was super upset. Here in Track 8, she realizes that this is what led to her meeting Snackwich and Taki. There is an expression that describes this: "Every cloud has a silver lining." Have you ever had a negative experience which ended up giving you something good? Do you see or look for "silver linings" in your life? Do you think this shapes your outlook on life?

# READY, CASSETTE, GO! DISCUSSION QUESTIONS



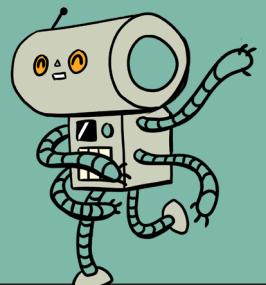
1. The song The Mixtapes play is pretty rockin'! How do you think the lyrics in the song relate to what Melody has learned in her personal journey throughout the book? What does it have to do with the friendships she has formed along the way?
2. What gave Snackwich the courage to overcome his past experiences and play strongly with The Mixtapes?
3. The Mixtapes didn't win, but they got to play! What do you think is more important and why?
4. On page 192, the room is drawn from a bird's-eye view, featuring characters from throughout the book. Why do you think the artist chose this composition for a crowd scene? How does it affect where your eye travels and how you read the dialogue?



# READY, CASSETTE, GO! DISCUSSION QUESTIONS



1. There are a lot of parallels between the final chapter and the first. Name some of them and discuss how things have changed since the beginning. What kind of work have the characters had to do to get there? (Hint: Melody's room, *Tape Escape*.)
2. The group finally beat the boss level in *Tape Escape*! What do you think changed and allowed The Mixtapes to get the top score?
3. Do you think The Mixtapes will be back? What kind of adventures would you plan for them in a follow-up story? Remember Snackwich's advice: there are no bad ideas!



# READY, CASSETTE, GO! DISCUSSION QUESTIONS



1. Jarett Sitter both wrote and illustrated *Ready, Cassette, Go!* If you had the chance to ask him anything, what would you ask?
2. There are so many cool characters living in Cassette City! Which one did you relate to the most, and why? Is there something you have in common with them?
3. Melody goes on a journey that changes her perspective on trust, being honest, and how friends can support one another. Was your perspective changed in any way after reading this book? Why or why not?
4. Everyone had different strengths in *The Mixtapes*. How do you think being different from your friends can actually help you overcome challenges?

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