

BRITTNEY MORRIS

# SLAY

## DISCUSSION QUESTIONS

1. Why do you think SLAY is so important to its users? How does this relate to the value of safe spaces – both online and offline?
2. The debate around SLAY – both in the media and within Kiera’s friendship group – is centred around the question of whether it is exclusionary. What are your thoughts on this?
3. At the start of the book, Kiera and her sister Steph seem to have different feelings about their Black identity. How do these differences manifest, and does this change as the story develops?
4. When Kiera puts on her VR headset and becomes Queen Emerald in the SLAY world, do you see a difference in her personality? How does this change as the story develops?
5. Kiera’s friendships with Harper and Wyatt are complicated by their different backgrounds and experiences. Do you think it’s possible for us to truly understand the experiences and perspectives of cultural groups other than our own? What are some of the ways in which this could be facilitated?
6. What are your feelings about Kiera’s relationship with Malcolm, and how does this change throughout the course of the book?
7. The media suggest that SLAY – and its creator – is to blame for Jamal’s death. What do you think? Can Kiera be held responsible in any way?
8. The book is primarily told from Kiera’s point of view, but occasionally includes other characters’ perspectives. Is this an effective tool? What do you think it adds to the narrative?
9. Kiera creates SLAY duel cards based on elements of Black culture. How successful is this game mechanic in honouring and celebrating Black history and identity?
10. Author Brittney Morris wrote the first draft of SLAY in just 11 days after being inspired by a viewing of Black Panther. If you’ve seen the film, can you see this inspiration reflected in the story? How?
11. SLAY features a young female game developer – a character not often depicted in the media. Would you like to see more young women in STEM represented in YA fiction?

