

Discussion Guide

Perfect for book clubs, classroom discussions, and family reading time

**MY CAT CAME FROM
OUTER SPACE**



Friendship & Loyalty

1. Emma's friends notice she's acting strangely but don't give up on her. How do Jake, Madison, and Tyler show true friendship when Emma is under mind control? What would you do if your best friend started acting completely different?
2. The "Weird Stuff Response Team" works together despite their different personalities and skills. How do each friend's unique strengths contribute to saving Emma and the town? Why is it important to have friends with different talents?
3. While Emma is being mind-controlled, she threatens her friends, but they still try to save her. What does this teach us about loyalty? Have you ever had to help a friend who didn't want your help?



Critical Thinking & Independence

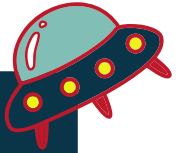
4. Emma falls under Commander Fluffington's influence because she wants to care for what seems like a perfect pet. What warning signs did her friends notice that Emma missed? How can we tell the difference between genuine feelings and manipulation?
5. The alien cats use "cuteness" as a weapon to control humans. What are some ways people might try to influence others in real life? How can we think for ourselves when faced with pressure to conform?
6. Tyler questions whether Emma's obsession with Prince is normal, while others dismiss his concerns. Why is it important to speak up when something doesn't seem right, even if others disagree with you?

Science & Problem Solving

7. Tyler's engineering skills help create their battle plan. How do the characters use STEM knowledge to solve their problems? Can you think of times when science has helped solve real-world challenges?
8. The kids defeat advanced alien technology with simple tools like laser pointers and catnip. What does this tell us about creative problem-solving? When have you solved a problem in an unexpected way?
9. Jake documents everything with his camera, which becomes crucial evidence. How does his "weird hobby" of filming cats turn out to be important? What skills or interests do you have that others might not understand but could be valuable?



Character Growth & Change



10. Commander Fluffington goes from wanting to conquer Earth to just wanting to be Emma's pet. What causes this change of heart? What does he learn about happiness and belonging?

11. Emma learns about the importance of maintaining her independence while still caring for others. How does her experience with mind control change her? What does she learn about balancing responsibility with personal freedom?

12. The Earth cats in the story have already figured out how to get everything they want from humans without force. What lesson do they teach the alien cats about achieving goals? How might this apply to human relationships?

Themes & Deeper Meaning

13. The book is funny, but it also deals with serious topics like mind control and losing your identity. Why do you think the author chose to use humor to explore these themes? How does comedy help us discuss difficult subjects?

14. Social media plays a role in the story through Emma's YouTube channel. How do the aliens use technology and the internet as part of their plan? What does this suggest about being careful with what we see and share online?

15. By the end, the alien cats choose to become regular pets rather than conquerors. What does this say about finding where you belong? How do both the cats and humans benefit from their new arrangement?

Creative Extension Activities

FOR FURTHER DISCUSSION:

- Design your own "Weird Stuff Response Team" - what would be your specialty?
- Create a field guide for identifying potentially alien pets
- Write an alternate ending where the Earth cats join the invasion
- Plan a sequel - what other "weird stuff" might the team encounter?

STEM CONNECTIONS:

- Research real meteor showers and space debris
- Investigate animal behavior and intelligence
- Explore the science behind social media algorithms
- Design anti-alien technology using everyday items

These questions are designed to encourage critical thinking while keeping discussions age-appropriate and engaging for readers ages 8-14.