



Big stories, fewer barriers.



Alice's Adventures in Wonderland

Teaching and Learning Resources

Summary

Alice in Wonderland is a story about a young girl called Alice. After listening to her sister read a boring book, she ends up on an adventure in Wonderland! Wonderland is an eccentric place where magical things happen. Alice meets lots of strange animals who can talk! She also meets Kings, Queens and a Hatter. Although Wonderland is an intriguing place, Alice strives to find her way home.

Context

The author, Lewis Carroll loved making up his own adventures as a child and his story about Alice became one of the most popular children's books of all time. Over the years it has been re-written and made into two films. Written in 1865, Alice's Adventures in Wonderland is still adored by children today.

Glossary

eccentric	Something that is seen to be strange or unlike the ordinary.
Hatter	A person who makes and sells hats.

Activity 1: As a hook into the story, create a tea party in class. If you could invite anybody, who would it be and why?

Activity 2: Write a list of adjectives to describe the characters on the cover before you read the book. Once you have read the book check if any of your words were right or wrong.

Questions based on the book cover

Activity 1: Front Cover Analysis

Label the book cover, looking for:

- its main features
- genre clues
- inferences about the text

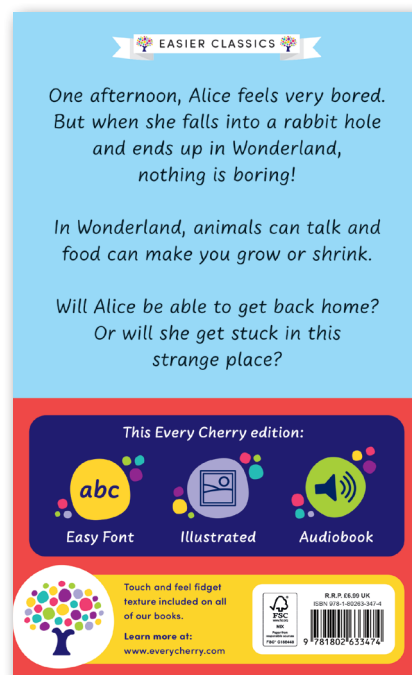
Discussion questions:

- What does the title tell us about the story? Where do you think Wonderland is?
- Who wrote the book?
- Who do you think the characters with Alice are?
- What do you think they end up doing in Wonderland?
- Have you noticed how many love hearts are used in the front cover? Why do you think that is? Who might this clue be for?

Activity 2: Back Cover Analysis

- What have you learnt already about the story?
- What genre do you think the book is? Why do you think this?
- Can you remember a time when you were bored? Where would you rather have been?
- Do you think Wonderland is a real place? Does Alice really visit or has something else happened?
- Do you want to read this story? Why/why not?

Challenge: Think of what your own wonderland would look like. Draw it and write a setting description using adjectives.



Activity:

- Throughout the story make a list of examples for each of the key themes.

Identity

As Alice explores Wonderland she starts to question who she is. She finds herself changing in size and everyone keeps mistaking her for someone else! It all gets very confusing for Alice. She doesn't feel like her normal self and finds it hard to fit in.

Imagination and Curiosity

Alice is bored listening to her sister read and starts to think about how different life could be. She imagines Wonderland and all the exciting things that could happen there. But as she goes on her adventure she realises that it is not all that she had hoped it would be.

Fantasy

Lewis Carroll created lots of interesting characters for the story, all living in the strange world of Wonderland. He gave life to everyday objects, making them look peculiar by altering their size or gifting them with magical powers.

Glossary

identity	Your identity is who you are.
imagination	Having a new idea from thinking creatively.
curiosity	A desire to know about something.
fantasy	An event that you think about and want to happen but probably won't.

Challenge: What other stories do you know that have fantasy characters in?

Using the information from the text below create a word bank followed by a character profile about The White Rabbit.

It was a very unusual rabbit. It was running on two legs instead of four. It wore a smart red waistcoat and a tiny pair of glasses.

Alice saw the rabbit take a silver pocket watch from its waistcoat pocket.

'We don't have time for this, Mary Ann!' said the rabbit. 'The Queen will be angry with me if I am late. Go!' The rabbit began shooing Alice down the garden path with his little white paws.

Word bank

Draw a picture


Character description

Challenge: Can you create a character spotlight for the Queen of Hearts?

- How do you think Alice felt after falling down the tunnel and landing in the pile of leaves?
- Page 26- Why did Alice decide to drink from the bottle?
- What happened to Alice when she ate the cake?
- Who does the White Rabbit work for?
- What did the White Rabbit keep calling Alice?
- Page 52- Why was the rabbit mad at Alice?
- Page 64- Why did Alice think the caterpillar was rude?
- What magic did the mushroom have? How did it help Alice?
- Page 100- Why was it always tea time?
- What does this passage tell you about the Queen and how the playing cards feel about her?

'Why are you painting the roses?' asked Alice, feeling confused. Four checked that no one was listening. He whispered, 'The Queen only wants red roses in her garden. But we accidentally planted a row of white roses. We need to paint them all red before the Queen sees them.'

- How do you think Alice felt when she first saw the Queen? Use evidence from the text to support your answer.
- What happened to Alice in the game of Croquet which meant the Queen would always win?
- Did Alice really visit Wonderland?




She picked up the bottle and read the small label. It said: *Drink me.*

Alice knew that drinking from the bottle wasn't a good idea because she didn't know what was inside the bottle.

But she decided to drink it because it might help her get home.

It tasted so **delicious** that she didn't notice she was **shrinking**!




delicious - Something that tastes really good.

shrinking - Getting smaller.

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Alice smiled.

'I understand what you are doing!' she said. 'The hatter's watch is broken and it always says six o'clock. That means it is always tea time.'

'Very clever!' said the Hatter.

'At six o'clock, everyone has to move around the table to get fresh tea and cakes. That's why there's no room at the table!' Alice said **proudly**.



proudly - The way someone does something when they are happy with their choices.

100

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Activities

Activity 1: Create a story map or story mountain for the story- verbally retell the story to a friend.

Activity 2: PE link: play a game of croquet, can you win the game?

Activity 3: Draw, paint or craft a scene from Wonderland using the descriptions from the story and your own imagination.

Activity 4: PSHE link: Think back to when we learned about medicine and discuss how Alice wasn't old enough to drink the drinks without a grown up. Create a poster about being safe around unknown drinks and medicines (reiterate safety for the pupils).





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*This Teaching and Learning Resource has been written by
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