

# ALICE IN WONDERLAND/ THROUGH THE LOOKING-GLASS

LEWIS CARROLL

# LIVING LITERATURE SERIES

A PERMA-BOUND PRODUCTION

TEACHER'S GUIDE

GUIDE WRITTEN BY MARY ELLEN SNODGRASS

## SYNOPSIS

*Alice in Wonderland* - Bored by her sister's book, seven-year-old Alice grows sleepy. Just as she dozes off while thinking of making a daisy chain, a white rabbit wearing a waistcoat and pocket watch dashes by. She hurries after it. Entering a hole under the hedge, she tumbles into a long passageway, where the rabbit has disappeared beyond a series of locked doors. She drinks an unlabeled liquid and shrinks to ten inches, but she is too short to reach the key to the door. She weeps and continues looking for supernatural methods of changing her size. A nibble of cake elongates her neck and stretches her body to nine feet. The rabbit hurries by and drops his fan and gloves on the way to locate the duchess.

Despairing of her identity, Alice cries even more. To test for changes in her mind, she recites tidbits from lessons she has learned about math and geography. She falls into a pool formed of her tears and terrifies a mouse by mentioning her cat. The pool fills up with a duck, dodo, lory, and eaglet, who swim to shore. She helps them dry off with a caucus race. To each runner she offers a prize. The mouse tells a dry tale. Alice longs for Dinah, her cat.

The White Rabbit returns, misidentifies Alice as Mary Ann, and insists that she fetch his gloves and fan. Alice allows herself to be ordered about and enters the rabbit's house, where she tastes another bottle and spurts to giant size, filling the small residence. To rid the house of the oversized visitor, Bill the lizard goes down the chimney. Alice kicks him back up to the roof. She eats some small cakes that the assembled animals hurl at the house. She shrinks once more and, fleeing her pursuers, enters the forest.

Elding a puppy, Alice encounters a pompous and discourteous caterpillar who smokes a hookah. He insists on learning her identity. She is unable to comply. To prove her ability to learn verse, she recites "You Are Old, Father William." Upset at being only three inches high, she insults the caterpillar by maligning his size. A taste of the caterpillar's mushroom causes her to grow upward through the limbs, terrifying a pigeon that accuses her of trying to eat bird eggs.

Correcting her size with a nibble of mushroom, Alice continues toward a house and encounters a grumpy duchess and her cook, who uses too much pepper in the soup. The duchess holds a baby pig, which she shoves at Alice. She sets the pig on the ground and watches it trot away. In a nearby tree sits a Cheshire cat, which is capable of disembodying itself, leaving only a grin behind. Alice asks for directions and is once more confused with controversy.

Alice pushes on to a long table where a March hare and mad hatter are taking tea with a dormouse. They declare that there is no room for her, but she sits in an armchair at the end of the table. Because their watch is stopped at teatime, the trio remain at the table and move to a new place when they need a clean cup. Alice tries to understand their discus-

sion and listens to the dormouse tell a confusing story. The hare and mad hatter insult the dormouse and immure him in a teapot. Alice leaves in disgust at their impolite behavior.

Unexpectedly, Alice finds a door in a tree and returns to the little passageway. She unlocks the door to the garden and nibbles more of the mushroom. Shrunken to a foot tall, she reaches the garden of the Queen of Hearts, where the staff paints white roses red. The queen freely spouts orders to behead people who offend her and invites Alice to join the game by hitting a hedgehog with a flamingo, which serves as a mallet. Alice fears that the queen will try to behead her and tries to escape.

The Cheshire cat's grin appears. Glad to see a familiar creature, Alice explains that she wasn't able to play croquet by the queen's method. The cat insults the king; the hedgehog and flamingo grow unruly. In the uproar over the king's attempt to behead the body-less cat, the queen sends for the duchess, who is in prison. Alice and the duchess wander away from the croquet game. The duchess attempts to lecture Alice on morality. The queen returns Alice to the game and asks for the mock turtle. Meanwhile, the king issues a pardon to all whom the queen has condemned.

The queen sends the gryphon to take Alice to hear the mock turtle's story. The mock turtle tells her a sad tale about being a real turtle and about his studies in school. He teaches Alice the "Lobster Quadrille." The pleasant visit ends when the Queen launches a trial of the Knave of Hearts. None of the evidence makes sense. When Alice is called to testify, she accidentally tips over the jury box, scattering the animals. The white rabbit reads nonsense verses, which Alice dislikes. To the queen's order of "sentence first—verdict afterwards," Alice rebels. Her sister suddenly awakens her from a bad dream. Alice discovers herself asleep in the long grass.

*Through the Looking-Glass* - While Dinah washes two kittens, one black and one white, Alice sits sleepily in a chair and tries to wind a tangled skein of yarn. While snow falls outside, she chastises the kittens for mischief-making. She begins a game of pretend and climbs the mantle to enter the mirror. In the room on the other side, Alice finds chess pieces on the hearth and sets them on the table. She peruses a book in which "Jabberwocky" is written backward. To read it, she holds it before the mirror and studies its reflection.

Hurrying to have a look at the garden, Alice floats downstairs to a crooked path that takes her past talking flowers. The rose remarks that there's another creature in the garden. Alice finds that the red queen is stamping down the gravel walk. To catch up, Alice must go the opposite direction. She asks the queen for directions. The surrounding land is divided into squares like a chessboard. The queen assigns her to be the white queen's pawn and moves rapidly away, but they stop in the same place under the tree. The rules of the game bewilder Alice.

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After the queen disappears, Alice sets out to see the country and sees elephants flying around like bees. At a brook, the guard demands tickets for the train. Alice has no ticket, but she takes a seat opposite a gentleman dressed in paper. He sits by a goat and beetle, who tease her. An invisible gnat talks to Alice as the train jumps to the fourth square, where she finds herself under a tree. She spies a rocking horsefly, dragonfly, and bread-and-butter-fly and wanders on to a field and adjacent wood where things have no name. Dismayed that she can no longer remember her name, Alice meets a fawn who helps her recall her first name.

Fingerposts point to the houses of Tweedledum and Tweedledee. Alice does not know the proper way to shake hands with them. The twins dance around in a ring holding Alice's hand. She asks directions out of the woods. Tweedledee begins reciting "The Walrus and the Carpenter." The sound of the Red King's snores end their discussion. Alice grows panicky about the approaching dark. She helps the twins dress in discarded household items so they can duel over a broken rattle.

A crow chases Alice into the woods, where she retrieves the White Queen's shawl and tidies her hair. The queen explains the difficulties of living backward. Alice weeps out of loneliness. The queen turns into a sheep wearing glasses. Alice realizes that she is in a dark shop full of oddments. She grasps two knitting needles and rows a boat down a stream edged by scented rushes. The oars catch and dump her overboard.

Alice returns to the shop and buys an egg, which the sheep perches on its end. Alice wanders to the dark end of the shop, where the egg grows into Humpty Dumpty. She admires his cravat, which he received for his un-birthday. Alice asks him to explain "Jabberwocky." After he recites a poem, she departs as soldiers crash into the forest. She sees the White King run to watch the lion and unicorn fight over the crown. Alice tries to serve plum cake to the messengers, Haigha and Hatta. Noisy drums end the party.

The White Knight and Red Knight fight over Alice. The White Knight promises to see Alice safely on her way, but he keeps falling off his horse. She distractedly tries to right him each time he falls. To soothe her, he sings a song. He points out that Alice has only a short distance to go to become a queen. She waves as he rides clumsily away.

At the eighth square, Alice places a crown on her head. Suddenly, the Red Queen and the White Queen appear by her side. The Red Queen declares that Alice can't be a queen until she passes an exam. The White Queen tries to defend Alice. After a painful silence, the Red Queen invites her adversary to Alice's dinner party that afternoon. Alice tries to demonstrate her knowledge of math and logic. The Red Queen and Alice comfort the White Queen, who has forgotten her name. The two queens fall asleep, then disappear from Alice's lap.

At an archway marked Queen Alice, a frog scolds Alice for knocking at the door. When it swings open, Alice finds fifty creatures and flowers at the party and three head chairs for the queens. Alice sits in the center chair and observes waiters setting a leg of mutton before her, then removing it after the Red Queen has introduced Alice to the mutton. Alice cuts plum pudding for the Red Queen, who objects that Alice is impolite for cutting a dish to which she has been introduced.

The party gets off to a better start after the White Queen presents a riddle and the Red Queen toasts Alice's health.

Alice rises to make a speech and keeps going up. Immediately, objects change shape and fly about. Alice grows impatient and yanks the tablecloth, dumping dishes, guests, and candles on the floor. She shakes the Red Queen, who turns into one of Alice's kittens. Alice returns to the parlor and asks the kitten to help her decide if her adventure was a dream.

### BIOGRAPHICAL SKETCH

Lewis Carroll, pseudonym of Charles Lutwidge Dodgson, belongs in numerous literary categories: teacher, entertainer, satirist, rhymester, storyteller, and author of children's literature. The oldest boy and third of the eleven children of a kindly mother, Frances Jane Lutwidge, and a puritanic parson, Reverend Charles Dodgson, Carroll was born on January 27, 1832, in a grim manse in rural Daresbury, Cheshire, Carroll. Reticent and insecure, he endured a rigorous, prim upbringing in a typically Victorian household that boasted ancestry among north England's gentry. His childhood presented him four difficult challenges: impaired hearing, a stammer, scoliosis, and left-handedness, which his parents made him alter by forcing him to write and eat with his right hand. The pressure to conform colored his life's work with an obsession with stereo opposites or mirror images, for example, the reverse order of human hands, feet, and ears or of an image in a looking glass.

To steady himself in unstable surroundings, Carroll learned early in life to distance himself from disapproval by avoiding adults. A loner and recluse, he escaped from the demands of maturity in magic tricks, puns and acrostics, wire puzzles, anagrams, shaped poems, symbolism, and number rebuses. He prolonged the delights of childhood by perfecting his skill at storytelling and at concocting witty verse parodies, all disguised as children's literature. When babysitting his beloved seven sisters, he produced original games, rhymes, riddles, and narratives to keep them content. After Reverend Dodgson was transferred to Croft Rectory, Yorkshire, he rose to the position of Archdeacon and canon of Ripon Cathedral in 1843, where Carroll attended Richmond Grammar School. He learned puppetry and wrote his own plays, which he published in juvenile magazines—*The Rectory Magazine*, *The Rectory Umbrella*, and *Mischmash*. In his teens at Rugby School, Carroll endured bullies who teased and tormented him for being small-framed and scholarly.

In 1851, Carroll found his first real home at Christ Church, Oxford, where he studied in literature and math. His joy in academia served him the rest of his life. As a math tutor, hall master, librarian, and deacon, he found free time to indulge his gift for parody and satire. To dissociate his scholarly self from his fun-loving self, he wrote under a series of pseudonyms—B. B., Dares, and Lewis Carroll, a name easier on the tongue of a stutterer. His avocation became more serious with the publication of humorous pamphlets, which offered a more successful mode of expression than his stammering lectures. In 1861, he was ordained into holy orders, but declined the priesthood because he didn't want to take on a wife and parish duties.

Carroll is best known for the verse and stories he composed to entertain Alice Liddell, the daughter of a staff member, Dean Henry George Liddell. With the pleasant chaperonage of the family nanny, Miss Prickett, Carroll told new stories and restated classic fantasies while illustrating them in pencil and ink. When the family vacationed at Llandudno, Gwynedd, in northern Wales, Carroll was included as though

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he were a member of the Liddell household. On July 4, 1862, he took a boat ride up the Thames to Godstow with Alice, her older and younger sisters Lorinda and Edith, and Reverend Robinson Duckworth. Carroll narrated the Alice stories and promised to write them in finished form.

The polished tales, completed February 10, 1863, Carroll published with the drawings of John Tenniel, a cartoonist for *Punch* magazine. By 1865, the book had risen to a young adult classic on both sides of the Atlantic. The Alice books remain two of the favorite tales of childhood. Carroll published numerous other titles, none of which survived the era. A bachelor all his life, he died on January 14, 1898, at his sisters' home in Guildford, Surrey.

### CRITIC'S CORNER

A meticulous craftsman, Carroll refused to print his whimsical fantasy novels until the art, layout, and cover suited the overall purpose of his two masterpieces, the Alice books—*Alice in Wonderland* and *Through the Looking-Glass*. His attention to detail may account for the success of his nonsense stories, which have been parodied, sculpted, filmed five times, set to music, animated, and danced, both on stage and on ice. The most popular version of Carroll's figures is Walt Disney's full-length animated story, filmed in 1951 featuring the voices of Ed Wynn and Jerry Colonna. The movie won an Oscar for best original musical score.

Carroll's complicated nonsense writings have remained a puzzle to modern analysts. Within a text woven of children's verse, riddles, puns, allegory, doggerel, and satire, some see the symbols as the degraded longings of an adult male for sexual intimacy with children, whom he often photographed nude or in whimsical costume. Other critics jettison Freudian interpretation in favor of a strict literary study, which has placed the Alice books among the world's best fantasy and utopian literature. Whatever the placement of *Alice in Wonderland* and *Through the Looking-Glass*, their incisive study of Victorian parenting and educational methods preserves the delights and difficulties of young children during the mid-nineteenth century.

### GENERAL OBJECTIVES

1. To analyze fantasy and whimsy
2. To assess character relationships
3. To recognize the themes of loneliness and confusion
4. To delineate connections between episodes
5. To account for the titles
6. To isolate satire of nineteenth-century figures
7. To apply logic to character predicaments
8. To summarize examples of good and bad manners
9. To express events that trigger dreams
10. To comment on the value of children's literature

### SPECIFIC OBJECTIVES

1. To recognize the effect of Alice's lonely childhood
2. To analyze Alice's subservience and obedience
3. To describe the expectations and education for children in Victorian England
4. To determine why size and location are the focus of Carroll's humor
5. To identify the physical changes in a mirror image
6. To grasp the implications of death jokes

7. To discuss how poetry and song enliven the text
8. To contrast shifts in atmosphere
9. To account for Carroll's harsh picture of royalty
10. To view film and video versions of the stories for comparison to the originals

### MEANING STUDY

Below are words, phrases, sentences or thought units that have a particular meaning in the two stories. Explain the meaning of each. Title, chapter, and page numbers are given so that you can note the context from which the item is taken.

1. And how odd the directions will look!

Alice's Right Foot, Esq.,

Hearthrug,

near the Fender.

(with Alice's love). (*Alice in Wonderland*, Chapter 2, p. 27)

(While coping with the unforeseen growth of her body, Alice imagines communicating with her distant feet by post. She envisions an envelope composed in a social slant, which was common to ladies' notes. She politely refers to her right foot by Esquire, a term of esteem, respect, or prestige. The location is the fender, a low, decorative metal screen or frame opposite the hearth rug enclosing the outer rim of an open fireplace or grate to keep hot coals from popping or tumbling onto the floor, hearth rug, or carpet. The fender is where people prop wet shoes or boots to dry or where they warm their feet after coming in from the cold.)

2. It was high time to go, for the pool was getting quite crowded with the birds and animals that had fallen into it: there was a Duck and a Dodo, a Lory and an Eaglet, and several other curious creatures. (*Alice in Wonderland*, Chapter 2, p. 32)  
(The creatures that swim in the pool of tears are named in Carroll's typical word play: Eaglet is Alice's sister Edith, the Lory is Alice's sister Lorinda, the Duck is Carroll's friend Duckworth, and the Dodo is a cruel reflection of Carroll's inability to pronounce his own name, Dodgson. Equally dismaying is the animal's description. The dodo was a stubby-winged flightless bird kin to the pigeon. It was common to the island of Mauritius in the Indian Ocean until its extinction around 1790. A waddling, out-of-proportion body made the dodo the butt of jokes, just as Carroll's friends bullied and tormented him for his scholarship and stammer.)
3. "What I was going to say," said the Dodo in an offended tone, "was that the best thing to get us dry would be a Caucus-race." (*Alice in Wonderland*, Chapter 3, p. 35)  
(The Dodo refers to a political discussion or a private meeting to select candidates or adopt a party platform and election strategy. An early seventeenth century term, caucus derives from an Algonquin word that was first used in English in Captain John Smith's diary about his colony in the New World. Carroll uses the word satirically to lampoon enveloping rounds of political endeavors that have no official start or conclusion.)
4. Alice had no idea what to do, and in despair she put her hand in her pocket, and pulled out a box of comfits (luckily the salt water had not got into it), and handed them round as prizes. (*Alice in Wonderland*, Chapter 3, p. 35)

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*(It is fortunate that Alice has as prizes a box of comfits, the name for a candy or confectionery treat that contains a hard center, usually a piece of licorice root, nut meat, seed, or dried fruit. The outer portion is a coating of syrup or caramel. The term, taken from the Latin for complete, dates to the thirteenth century.)*

5. She did not get hold of anything, but she heard a little shriek and a fall, and a crash of broken glass, from which she concluded that it was just possible it had fallen into a cucumber-frame, or something of the sort. (*Alice in Wonderland*, Chapter 4, p. 43)

*(Alice pictures the fall as the breaking of a cucumber frame or cold frame, an enclosure planted with seeds and cuttings and topped with a hinged glass or clear plastic lid to allow sun to warm the soil so gardeners can get an early start on the spring growing season. On warm days, the gardener props open the lid to encourage warm air to circulate and prevent damping-off disease or sun scald. Gradually, the cucumber frame acclimates plants so they can be potted or placed directly in the earth.)*

6. The Caterpillar and Alice looked at each other for some time in silence: at last the Caterpillar took the hookah out of its mouth, and addressed her in a languid, sleepy voice. (*Alice in Wonderland*, Chapter 5, p. 49)

*(A hookah is an ornate Asian water pipe composed of a bowl, a series of flexible, interlaced tubes, and a mouth-piece. The water filters and cools the substance being smoked, which could be tobacco, hashish, marijuana, or hemp. The caterpillar's dreamy response could indicate the effects of a soporific, such as marijuana. Derived from the Arabic for water urn, the term entered English in the mid-eighteenth century when stylish Europeans introduced Oriental styles and exotic music and paraphernalia into their decor.)*

7. There was a table set out under a tree in front of the house, and the March Hare and the Hatter were having tea at it: a Dormouse was sitting between them, fast asleep, and the other two were using it as a cushion, resting their elbows on it, and talking over its head. (*Alice in Wonderland*, Chapter 7, p. 68)

*(The multiple puns connected with the tea party exemplify Carroll's skill with words and humor. The dormouse is a soft, fuzzy night rodent resembling a chipmunk or busy-tailed squirrel. It lives in trees, stores fat in its rounded flanks, and hibernates in winter. Carroll extends the concept of hibernation by implying that the term derives from the Latin dormire, meaning sleep. He accounts for the animal's drowsiness by implying that the other two animals are too learned for it to comprehend.)*

8. "What did they draw?" said Alice, quite forgetting her promise.

"Treacle," said the Dormouse, without considering at all. (*Alice in Wonderland*, Chapter 7, p. 74)

*(The puns in Chapter 7 continue with the Dormouse's play on the definitions of draw. Using the term to mean pull, he tells Alice that the girls drew treacle—a pun on trickle—from a well. Referring to a type of molasses, a sweet, sticky syrup derived from raw or partially refined brown sugar, treacle is, a word derived from the Greek for antidote, which names a counteractive for poisoning.)*

9. "You may not have lived much under the sea—" ("I haven't," said Alice)—"and perhaps you were never even introduced to a lobster—" (Alice began to say, "I once tasted—" but checked herself hastily, and said, "No, never")—"so you can have no idea what a delightful thing a Lobster-Quadrille is!" (*Alice in Wonderland*, Chapter 10, p. 95)

*(While being condescending and rude to Alice, the Mock Turtle refers to a graceful, complicated dance resembling square dancing or the Virginia Reel in which four couples act out five intricate figures or sets. The French term also names the music that accompanies the dance, usually in two-four or six-eight rhythm.)*

10. For instance, the pictures on the wall next to the fire seemed to be all alive, and the very clock on the chimney-piece (you know you can only see the back of it in the Looking-Glass) had got the face of a little man, and grinned at her. (*Through the Looking-Glass*, Chapter 2, p. 133)

*(Alice climbs a typical Victorian drawing room adornment—a hood, mantel, fireboard, or ornamental framing around a hearth or fireplace, often decorated with columns, entablature, scrolled wood, stucco bas-relief, crocheted dollies, felt, fringe, tassels, or needlework and topped with a mirror or pier-glass. The chimney-piece was usually decorated with glass ornaments, ormolu clocks, silk flower arrangements, souvenirs, and framed photographs.)*

### COMPREHENSION STUDY

Answer the following questions in your own words. There is not always a right answer. Your judgment is important and you should be ready to defend your answers by referring to passages in the book.

#### Questions 1-5 Literal Level

1. Summarize the two stories in terms of action.

*(The action of Alice in Wonderland takes Alice down a rabbit hole under a hedge, through a hallway, and into a pool of tears that come from her own eyes after she fails to keep up with the fleet rabbit. She completes a caucus-race and hurries to the White Rabbit's house, then escapes angry animals by fleeing into the forest. She learns nothing from a nonsensical caterpillar and continues on her way to a duchess's house. Taking a baby pig, Alice releases it to safety in the woods and catches sight of a Cheshire cat disembodying itself on an overhead limb. She follows directions to the Mad Hatter's tea party, leaves in disgust, and arrives at a door in a tree. On the other side she finds the garden of the Queen of Hearts and accepts a royal invitation to an unorthodox game of croquet. A side trip from the garden introduces Alice to the Gryphon and Mock Turtle. She is summoned to the trial of the Knave of Hearts and upsets the proceedings by refusing to follow the queen's orders to name the sentence before delivering the verdict. Alice awakens from her dream adventure in the long grass where she fell asleep.*

*In her second adventure, Through the Looking-Glass, Alice is playing with her kittens by the fireside when she decides to climb the mantle and enter the mirror. While looking over a garden on the other side, she notes that the layout resembles the squares of a chessboard. With no money or ticket, she boards a train which*

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jumps to the fourth square. Following fingerposts, she locates twin eggs, Tweedledum and Tweedledee, who fight over a broken rattle.

As dark approaches, a crow chases Alice into the woods, where she encounters the White Queen, who turns into a sheep in a dark shop. Alice takes up knitting needles that turn into oars and rows down a stream. She returns to the shop and finds Humpty Dumpty in the dark end. She departs and locates the White King, who watches the lion and unicorn fighting over a crown.

The bumbling White Knight gallantly tries to see Alice on her way. She moves on to the eighth square and earns a crown. At an archway, she enters a garden and sits in the center chair between the red and white queens. In reply to a toast, Alice tries to make a speech and floats away. She pulls the tablecloth, upsets items on the table, and shakes the Red Queen, who turns into the kitten in the parlor.)

2. What scene does "Jabberwocky" describe?

(The poem, which Alice glimpses backwards in the looking glass, lies on a book on a table. The action derives from chivalric romance and tells about a heroic battle between a fanciful monster and an unnamed knight. The poem describes a father's advice to his son, the warrior who faces the fierce Jabberwock. The father warns that the Jabberwock has dangerous claws and strong jaws. As in most convoluted adventure tales, the Jabberwock's menace is compounded by "the Jubjub bird" and "the frumious Bandersnatch.")

The warrior's efforts require arming with a "vorpal sword" and study of his "manxome foe." A cerebral cavalier, the knight takes his time while sitting under the "Tumtum tree." His patience is rewarded by the Jabberwock, who approaches with plenty of warning from its whiffling and burbling. The knight is skilled in the "one, two" of swordsmanship. After striking the beast with his sword, the hero chops off its head and gallops back. The father rejoices as though relieved of fear and embraces the hero for his might and valor. The poet stresses the serious nature of the battle by returning to his first four lines, which sets the place and tone of the battle.)

### Questions 3-8 Interpretive Level

3. What does the introduction to Wonderland indicate about Alice?

(Carroll introduces Alice's first set of adventures as a satire on time, proportion, and order. While napping beside her sister in a spring setting, Alice contemplates making a daisy chain, the epitome of order and arrangement. She seems to spy a white rabbit dressed in a vest and studying a large pocket watch. The animal hurries past and scoots down a hole beneath a hedge. Alice, who is naively curious, plunges down the same opening and into an unaccountably slow-motion tumble down a passageway to a small door. To enter, she follows instructions on a bottle. An innocent in a strange land, she drinks an unidentified potion without pondering the consequence.)

The suggestibility of children is one of Carroll's focuses as he demonstrates Alice's immature sense of logic. The pun on the name Liddell and the implications for a young traveler ally naturally with the story's action,

which depicts Alice as alternately short and tall. As Carroll indicates, a major consequence of growth and immaturity is the perpetual search for identity, which Alice displays in her frequent alterations of size and her inability to recognize nature's cues to normalcy—gravity, proportion, and order. She becomes so disoriented that she is ill equipped to deal with further challenges to her erudition and preparation for emergencies.)

4. What does Carroll imply about Victorian learning?

(Carroll invigorates his satire on the Victorian age by ridiculing the rote learning that passes for elementary education. Before giving an impromptu recitation, Alice comments to herself, "This was not a very good opportunity for showing off her knowledge, as there was no one to listen to her, still it was good practice to say it over." She had learned arithmetic, countries and capitals, and how to apply the constructs of longitude and latitude, but coping with the impermanent, unnatural laws of Wonderland taxes her childlike sense of logic and appropriateness.)

Carroll's black humor stresses the era's frequent use of euphemisms to avoid unpleasant or shocking subjects. While thinking of deadly possibilities, Alice reminds herself that she will burn herself if she grasps a hot poker, a deep cut will cause bleeding, and drinking from poison "is almost certain to disagree with you, sooner or later." Typically childish in her seven-year-old's mode of reasoning, Alice assumes that the bottle is safe to sample because it isn't marked "poison.")

5. What does Carroll indicate about Alice's tolerance of boredom and her suggestibility?

(Alice has difficulty concentrating and is easily distracted from her initial goal in both Alice stories. With a Wonderland scene filled with talking creatures and later among talking flowers, Carroll broadens the cast of anthropomorphic characters to challenge Alice's ability to judge sensible advice. Weeping copiously, Alice's frustration triggers enough tears to flood the scene. She swims toward the shore alongside a mouse, duck, dodo, lory, and eaglet. On the way, she pointlessly intones a Latin grammar exercise: "A mouse—of a mouse—to a mouse—a mouse—O mouse." To dry the creatures, the mouse turns the English history of William the Conqueror into a dry tale, a pun that ridicules classroom texts comprised of long, scholarly words and tedium that bores students. The Dodo—a self-mocking sound Carroll associates with his stammering pronunciation of Dodgson—invites the others to a caucus race, a meaningless competition for which each wins a comfit from a box that Alice locates in her pocket. The White Rabbit returns and, without justifying his command, insists that Alice bring his gloves and fan. Alice, like well-bred Victorian children, has been brought up to obey authority without question and obeys the imperious rabbit without questioning the sense of his command.)

In the far side of the mirror, Alice is likewise challenged by her faults. She tries to comprehend movement through the air and traveling by train to a distant square of the chessboard, but her logic fails her. Instead of challenging the illogic of the locale, she adapts to it. Perhaps it is her acquiescence that saves her from total despair.

By figuring out how to greet egg-shaped twins and how

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how to keep an accident-prone knight in the saddle, she manages to create the image of the good sport. Patience with illogic keeps her steady on her path until the party, when impatience takes over. By shaking the queen, Alice ends the dream and restores order to her mind.)

6. What does Carroll's satire say about basic courtesy? (Much of Alice's discontent in *Wonderland* and the looking glass world results from being ordered about, ridiculed, shouted at, and bullied. The episode with the hookah-smoking caterpillar lampoons expectations of common courtesy. The caterpillar ignores the conventions of polite exchange, asks personal questions, and, in a rude, arrogant tone, demands that Alice recite a poem. After departing from the pompous caterpillar, she finds herself in a worse situation after encountering the nasty-tempered Duchess, a cook who pollutes the air with pepper, and a baby that turns into a piglet. Alice does what the prim Victorian would do to avoid impolite people and situations—she runs for the woods.)

In flight from discord, Alice moves on toward an infinite tea party hosted by the Mad Hatter and the March Hare. A spoof on manners and logic, the rude exchanges comprise one of Carroll's most successful satires. Alice, continuing to display compliance and sweetness to appease deranged creatures, observes the animals talking over the Dormouse's head, ignores uncivil remarks ("Your hair wants cutting"), and attempts to comprehend a time warp that never leaves teatime, which is traditionally six o'clock. The sleepy dormouse—a pun on the Latin *dormire* or *sleep*—muddles through a table recitation of "Twinkle, Twinkle Little Star," which he turns into the parody "Twinkle, Twinkle Little Bat." Alice grows so uncomfortable in this lack-logic scene that she departs in a huff.

The emphasis on courtesy follows Alice to the second adventure. She attempts to be civil to the egg-shaped twins and offers her assistance to the fallen knight and the queen who no longer remembers her name. Alice is unable to comprehend an introduction to a leg of mutton. Rising to make a speech, Alice finds that suspension of laws of gravity parallels the suspension of rules of etiquette. At her wit's end with so much coping, she pulls the tablecloth and throttles the Red Queen, both normal responses to a lengthy and dismaying hike through a mirror-image world.)

7. How does Carroll interject classism as a segment of his satire?

(In *Alice in Wonderland*, Carroll moves Alice along to the White Rabbit's destination—the Queen's garden, where a pack of cards determine the satire. Members of the royal house of Hearts play a disjointed game of croquet in a garden of white roses, which lower class gardeners dressed as spades paint red to comply with the royal color scheme. Continuing the card motif, Carroll presents clubs serving as honor guards, diamonds as courtiers; and the ten lesser hearts as the ten royal children. The bossy Queen of Hearts tries to intimidate Alice by forcing her to join a nonsense croquet game in which players hit a hedgehog with a flamingo. In compliance with royalty, Alice does her best.)

At length, Alice comes to an understanding of the absurdity of snobbery. In the words of a seven-year-old,

she concludes that "they're only a pack of cards." By lying face down, each conceals arbitrary social stations by displaying a universal pattern on their backs. Her epiphany gives her the courage to disrupt the drum head trial of the Knave of Hearts, which she halts by springing rapidly upward into a formidable giantess. Although incapable of verbalizing the court's faults, Alice overpowers them with her size. The end of the story returns her to a less threatening social milieu that she understands. She awakens on the green, reorients herself to the sounds around her, and returns home, where Dinah, the cat, is sure to have missed her.)

8. How does Carroll apply black humor to a child's fantasy? (Carroll's survival theme implies a real psychological labyrinth—the dangers that children elude in dreams and fantasies and in real life. Interlaced through the whimsical Alice tales are numerous life and death jokes. Irrationally, as Alice tumbles down the rabbit's hole, she attempts to place an empty marmalade jar on a shelf "for fear of killing somebody underneath" if she drops it. She congratulates herself for maintaining her control during the fall and adds, "I shall think nothing of tumbling down stairs! How brave they'll all think me at home! Why, I wouldn't say anything about it, even if I fell off the very top of the house!" (which was very likely true). The mouse's recitation of a narrowing ribbon of verse concludes with "I'll try the whole cause, and condemn you to death," a foreshadowing of the ongoing life-or-death struggle that concludes in the courtroom. In other scenes, stooping while growing saves her from breaking her neck; a dash from the Duchess's kitchen and pepper-wielding cook saves the infant pig from murder.)

The second tale is equally fraught with dangers. Weighty elephants fly like bees; a land of lost names threatens her sense of self. Twin eggs deck themselves like knights to joust and fight over a broken rattle. A tumble overboard in a fragrant stand of rushes threatens drowning, but Alice quickly rights herself and moves on through the dream landscape without harm. Alice's violent shaking of the kitten parallels the cyclical nature of violence, which threatened children often rephrase as violence inflicted on non-threatening animals and small children. Carroll deftly departs from the issues by returning Alice to the safety of her fireside.)

### Questions 9 and 10 Critical Level

9. What theme unifies both Alice stories? (The concept of sanity unifies both *Alice in Wonderland* and *Through the Looking-Glass*. Alice's frail sense of logic succumbs to the lack-logic of animals that behave bizarrely. Carroll links fantasy to reality by referring to the Mad Hatter, who demonstrated the results of a workplace hazard to hatters: they molded felt in a solution of mercury, a heavy metal that causes delusional behavior. Alice is correct to stamp away from the tea table to avoid the rudeness and absurdity she has observed.)

On confronting the Cheshire Cat, Alice hears her first sane commentary on *Wonderland*: "Oh, you can't help that . . . we're all mad here. I'm mad. You're mad." The gradual disembodiment of the cat down to its grin creates an after-image, a phenomenon that a photographer like Carroll would understand, but Alice does not have a suitable frame of reference for the phenomenon.

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To maintain her hold on sanity, she describes the incident as "curious."

The story ends on an escapist note. After Alice shakes herself awake and re-allies her thinking with the real world, she recounts the adventure to her sister. Carroll matches sounds and stimuli with actual happenings in the meadow around them to explain how real sense impressions influenced her dream state. Thus, a gentle storyteller sets his audience safely back on home turf, out of the welter of images a-swirl in his obtuse, ambiguous Wonderland.

Similarly, Alice must adjust her experience in the natural world to account for the mirror-image on the opposite side of the looking-glass. In a realm of opposites, her outlook is threatened by the likeness of Tweedledum and Tweedledee and the strange approach-depart method of moving herself from one square to another. A healthy sign occurs as the queen gives a toast at Alice's coronation party. Alice responds normally, but rises into the air. No longer able to function in the topsy-turvy world on the opposite side of the mirror, she yanks the tablecloth and, with one jerk, upends the beings that challenge her down-to-earth thinking. The firm grasp on the queen turns into a handful of kitten, which she hugs as proof of a stable mind. Carroll tones down the challenge in the earlier episodes by having Alice accuse the kitten of teasing her.)

### Questions 11-13 Critical Level

11. Using a variety of Internet and print sources, compile an album of verses, songs, and riddles from the Victorian era. Include parodies written by Lewis Carroll, folk tales from Germany and Russia, and verse by Christina Rossetti.
12. Explain how Wonderland fits the definition of dystopia. Why do the unfriendly and discourteous creatures create an atmosphere of misery and discontent?
13. Join with a partner and read aloud passages of the Alice stories when Alice quarrels or debates with other characters. Stress lines in which she displays ignorance or misapplication of learning, particularly math, logic, and geography.

### LITERARY TERMS AND APPLICATIONS

For a better understanding of Lewis Carroll's style, present the following terms and applications to the novel:

**motif** a pattern or predictable arrangement of elements in a story, dance, painting, or other artistic work. A motif orders events and defines characters' behaviors and expectations, such as the protagonist's journey in the two Alice books. In each case, Alice must rely on logic, magic, and the compassion of other characters to keep her moving along the right path home.

**symbol** a concrete object that stands for a complex or abstract idea or relationship. In *Alice in Wonderland*, the protagonist's dreamy wanderings symbolize her personal needs. Alice dislikes books that have no pictures, misses her cat, and wonders about how she can escape the labyrinth of Wonderland. The fantasy world duplicates the myriad quandaries of a Victorian child who is accustomed to remaining out of the way and to spending much time amusing herself. On the historical level, the book symbolizes the mid-1800s, when Victoria ruled the

British Empire. The spiteful queen and her courtiers, gardeners, menials, and lackeys are cast as playing cards, with the queen and courtiers assuming higher values than the staff. However, when the cards bow to the ground, they display their backs, which have no delineations of value or suit.

**whimsy** a blend of bizarre, capricious, or fantastic elements in an imaginative literary work. Whimsy often occurs without warning, producing unforeseen connections, surprise events, or unexpected meetings of characters, for example, the unexpected encounters with animals and magical beings in *Alice in Wonderland*. Alice is perpetually surprised by the unusual qualities of the inhabitants of Wonderland, particularly the Cheshire cat, which can disembodied itself, leaving only a grin. The King of Hearts is perturbed that he can't behead a cat that has no body.

### ACROSS THE CURRICULUM

#### Math and Computers

1. Use a variety of geometric shapes from a computer graphing program to create parallel maps of Alice's two adventures, for example, the squares that she arrives on and the symbols on the playing cards and along the garden path. Label the locations of each scene and the characters she meets at each point.
2. Make a time line of Lewis Carroll's life and teaching career. Note the publication of each major work, hobbies, family development, and the growth of his reputation as a writer, logician, and photographer. Supply a parallel line of events in the United States, for example, Mathew Brady's use of a camera to record scenes from the Civil War.

#### Economics

1. Discuss the sums of money that Alice must pay for one or two eggs. Comment on the backwards thinking of the sheep shopkeeper.
2. Explain why the underclass palace guard is economically trapped. Discuss how changes in education might have liberated the low-value cards by offering more choices and opportunities.

#### History and Social Studies

1. Make an oral report on historical events in the British Empire that influenced Carroll about the time the novel was written. For example, note political figures who influenced Queen Victoria, such as Prince Albert and Gladstone and Disraeli.
2. Compose scenes depicting the lifestyle of the nineteenth-century *bourgeoisie*. Show how children learn manners and how they are to act in public, at the table, in school, at play, and among strangers.
3. Present informational skits on nursery rhymes, such as "Humpty Dumpty." Connect individual titles to history. Explain why "Ring Around the Rosy" derives from an epidemic of plague, "Mary, Mary Quite Contrary" describes an era of religious unrest, and "Old King Cole" refers to a Celtic king.

#### Cinema

1. Compare scenes of confusion in film versions of young adult literature. Mention *Alice in Wonderland*, *Swiss Family Robinson*, *Heidi*, *The Adventures of Huckleberry*

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*Finn, Anne of Green Gables, Treasure Island, Little Women, The Secret Garden, and The Wizard of Oz.*

2. Make a list of dramatic scenes from the novel that would require intense use of lighting, costume, makeup, music, props, and stunts, particularly the appearance and disappearance of the queens and Cheshire cat. Propose methods of placing an actress in the role of Alice for the courtroom and croquet game scenes.

### Science

1. Discuss the types of poisoning that occur from ingesting ordinary household solutions or wild mushrooms. Explain how poison affects a child's system. Name such common antidotes as ipecac and baking soda. Comment on emergency services in your area that offer 24-hour poison control advice.
2. List scenes in which Alice's adventures violate the laws of nature. Mention passing through the mirror, shrinking and growing, talking flowers, floating through the air, remaining at the same point in time, and falling slowly down a long passage.
3. Summarize Lewis Carroll's frequent mention of telescopes. Make an oral report on the invention of magnifying lenses and their use in telescopes and microscopes.

### Home Economics

1. Cite a Victorian recipe for plum pudding. Explain unfamiliar ingredients and show how it is prepared.
2. Account for the popularity of leg of mutton during Lewis Carroll's time.
3. Using desktop publishing, create a menu for tea. Name foods to be offered to guests, for example, currant jam, orange marmalade, scones, crumpets, wine, confits, treacle, clotted cream, and fruit and herb teas.

### Language Arts

1. Make a list of terms that set the Alice books in a particular period and place. Include comfit, fender, esq., sugar loaves, hookah, nurse, livery, footman, powdered hair, conger-eel, lory, caucus-race, and teatime.
2. Make a chalkboard explanation of the formation of such portmanteau words as slythy and brillig. Discuss how these hybrid words affect the meaning and implications of "Jabberwocky."
3. Discuss the poetic implications of names such as Tweedledum and Tweedledee, Dormouse, Mad Hatter, Cheshire Cat, Mock Turtle, Humpty Dumpty, Queen of Hearts, Gryphon, and March Hare. Indicate which names exemplify euphony, cacophony, puns, jest, and alliteration. Explain why Tweedledum and Tweedledee have become synonyms for stupidity and Humpty Dumpty for disaster.
4. Work with a group to compose rules for chess aimed at teaching children the rudiments of the game. Illustrate the game with drawings of actual chessboards in use.

### Literature

1. Collect lines from the novel that disclose facts about Alice's life, for instance, age, appearance, kin, pets, home life, education, and socialization.
2. Discuss how the emergence of young adult literature on both sides of the Atlantic occurred in the mid-1800s. Mention such works as *Water Babies*, *Little Women*,

*Heidi*, *Swiss Family Robinson*, *The Pied Piper of Hamelin*, *Treasure Island*, *Anne of Green Gables*, *The Adventures of Huckleberry Finn*, and *The Adventures of Tom Sawyer*.

3. Give an illustrated chalk talk about the writing and publication of "Twinkle, Twinkle, Little Star."

### Art

1. Create numerous commercial and functional items that display shapes or characters from *Alice in Wonderland*. For example, design a Humpty Dumpty egg cup, Queen of Hearts pointer, Mad Hatter watch, Dormouse teapot, hedgehog bath brush, or flamingo toothbrush.
2. Join with a group to paint a mural depicting contrasting costumes, such as the Queen of Hearts and her staff painting the white roses red or Alice assisting the fallen knight onto his horse.

### STUDENT INVOLVEMENT ACTIVITIES

1. Compose a theme in which you compare Alice's naivete and innocence to that of other fictional characters, for example, the animals in *Incredible Journey* or Rob in *A Day No Pigs Would Die*. Express the change that comes over Alice at the end of her first adventure.
2. Lead a discussion of types of humor, using Carroll's word play as models. Define pun, satire, parody, cacophony, euphony, sight gag, black humor, doggerel, shaped verse, riddle, and irony.
3. Use scenes from *Alice in Wonderland* to decorate a book or encyclopedia article on children's literature. Select contrasting scenes: Alice falling through the passage, popping up next to a pigeon's nest, playing croquet, and refusing to testify against the Knave of Hearts.
4. Define the following literary terms using examples from *A Christmas Carol*: caricature, literary foils, denouement, character flaw, episode, moral, metaphysical elements, didacticism, journey motif, and stereotype.
5. Set up an interview with Alice in which a panel of journalists ask her questions about her two dreams. Determine which was more fun, frightening, real, extensive, informational, and meaningful. Have Alice recount her sister's impression of the first dream.
6. Write a newspaper account of a day at the court of the King and Queen of Hearts. Express the most important events from the point of view of the White Rabbit, Duchess, Cheshire Cat, Mock Turtle, gardeners, or White Knight.
7. Compose an invitation to the new queen's party. Mention the other hosts of the event and entertainment to be provided by assorted animal characters, such as a dance by Tweedledum and Tweedledee.
8. Write a paragraph in which you explain how people learn from error. Use as examples Alice's tasting of unlabeled bottles, eating wild mushrooms, falling head first down a hole, learning to think backward, and walking through a mirror.
9. Give a brief talk on the importance of John Tenniel's work. Express the value of illustrations in children's literature. Hold up examples of children's books that make use of water color, cartoons, photography, animation, stick figures, unusual fonts, caricature, pop-up features, and



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whimsical art styles.

10. Establish a website introducing Carroll's humor. Contrast his style to that of Edward Lear, master of the limerick.

### ALTERNATE ASSESSMENT

1. Make a list of details that contribute to the atmosphere of each episode. For example, note the refreshments at the tea party and at Alice's party, the surroundings at the beginning of each dream, the tension in the court room and at the croquet game, and Alice's enjoyment of the Lobster Quadrille.
2. Describe the unusual dress and behavior of the Mock Turtle, Rose, Tweedledum and Tweedledee, Dodo, March Hare, frog messenger, Duchess, Cook, Cheshire Cat, White Knight, and Red Queen.
3. Explain how Lewis Carroll uses humor and wit to didactic purpose. Name the instances when Alice is unable to apply logic to a situation. Describe times when she is lonely and misses Dinah.
4. Contrast the two adventure stories in terms of the challenges that face Alice, such as the puppy, moving backwards, greeting the twin eggs, and accusations that she is stealing pigeon eggs.
5. Compose a list of every character who tries to help Alice find her way, for example, the caterpillar, White Knight, talking flowers, Cheshire cat, Red Queen, Duchess, and queens. Place characters on a continuum ranging from logical to illogical.
6. Make a list of scenes from the novel that express contrasting attitudes toward fun, friendship, curiosity, memory work, childhood, individuality, courtesy, logic, and courage. Next to each, indicate what you think is the author's purpose in describing each to his young audience—Alice Liddell and her sisters.
7. Compose an extended character sketch of Alice. Discuss her reaction to fear, loneliness, frustration, bad manners, silliness, predicaments, loss, and joy.

### CARROLL'S PUBLISHED WORKS

*Useful and Instructive Poetry* (1845)  
*Rectory Magazine* (1850)  
*Rectory Umbrella* (1850-1853)  
*Mischmasch* (1853-1862)  
*Syllabus of Plane Algebraical Geometry* (1860)  
*Alice in Wonderland* (1865)  
*Through the Looking-Glass and What Alice Found There* (1872)  
*Notes by an Oxford Chief* (1874)  
*The Hunting of the Snark* (1876)  
*The Wasp in the Wig* (1877)  
*Euclid and His Modern Rivals* (1879)  
*Phantasmagoria and Other Poems* (1883)  
*A Tangled Tale* (1885)  
*Sylvie and Bruno* (1889)  
*Curiosa Mathematica, Part I* (1888)  
*Curiosa Mathematica, Part II* (1893)  
*Sylvie and Bruno Concluded* (1893)  
*Symbolic Logic, Specimens* (1894)  
*Three Sunsets and Other Poems* (1898)  
*Collected Verse* (1929)  
*The Diaries of Lewis Carroll* (1953)

### RELATED READING

Louisa May Alcott's *Little Women*  
Natalie Babbitt's *Tuck Everlasting*  
L. Frank Baum's *The Wizard of Oz*  
Frances Hodgson Burnett's *The Secret Garden*  
Deborah Hautzig's *Pied Piper of Hamelin*  
Madeleine L'Engle's *A Wrinkle in Time*  
Lois Lowry's *The Giver*  
Robin McKinley's *Beauty*  
L. M. Montgomery's *Anne of Green Gables*  
Christina Rossetti's *The Goblin Market*  
Joanna Spyri's *Heidi*  
Robert Louis Stevenson's *Treasure Island*  
Mark Twain's *The Adventures of Huckleberry Finn* and *The Adventures of Tom Sawyer*

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**ALICE IN WONDERLAND/THROUGH THE LOOKING GLASS**

**VOCABULARY TEST**

Using the words in parentheses, complete the sentences below:

1. (frumenty) Looking forward to Christmas, Alice remembers \_\_\_\_\_  
\_\_\_\_\_
2. (beseech) While calling the oysters, the walrus \_\_\_\_\_  
\_\_\_\_\_
3. (melancholy) Alice helps by tidying the Red Queen \_\_\_\_\_  
\_\_\_\_\_
4. (brooch) A gust of wind blows the Queen's shawl \_\_\_\_\_  
\_\_\_\_\_
5. (feather) The sheep orders Alice \_\_\_\_\_  
\_\_\_\_\_
6. (tipple) Tumbling into the scented rushes, Alice \_\_\_\_\_  
\_\_\_\_\_
7. (cravat) Alice is uncertain about the egg's middle \_\_\_\_\_  
\_\_\_\_\_
8. (gyre) The Jabberwock's battle \_\_\_\_\_  
\_\_\_\_\_
9. (memorandum-book) The King sits on the ground \_\_\_\_\_  
\_\_\_\_\_
10. (saunter) The Unicorn ends the battle \_\_\_\_\_  
\_\_\_\_\_
11. (Anglo-Saxon) To Alice, the messengers \_\_\_\_\_  
\_\_\_\_\_
12. (vex) Alice's comments to the White Knight \_\_\_\_\_  
\_\_\_\_\_
13. (joint) Alice intends to slice the mutton \_\_\_\_\_  
\_\_\_\_\_
14. (tureen) Disappearing into the soup, the White Queen \_\_\_\_\_  
\_\_\_\_\_
15. (toilet) Alice's kitten pauses to wash \_\_\_\_\_  
\_\_\_\_\_

## ALICE IN WONDERLAND/THROUGH THE LOOKING GLASS

### COMPREHENSION TEST A

#### Part I: Matching (20 points)

Match each quotation with the name of the speaker. You will have answers left over when you finish.

- |                 |                 |                  |                   |                   |
|-----------------|-----------------|------------------|-------------------|-------------------|
| A. Cheshire Cat | B. White Rabbit | C. Humpty Dumpty | D. Alice's sister | E. King of Hearts |
| F. Alice        | G. White Knight | H. White Queen   | I. Caterpillar    | J. Mock Turtle    |

- \_\_\_\_\_ 1. Snowdrop, my pet! . . . when *will* Dinah have finished with your White Majesty, I wonder?
- \_\_\_\_\_ 2. Your face is the same as everybody has—the two eyes, so— . . . nose in the middle, mouth under. It's always the same. Now if you had the two eyes on the same side of the nose, for instance—or the mouth at the top—that would be *some* help.
- \_\_\_\_\_ 3. Blew—me—up.
- \_\_\_\_\_ 4. We called him Tortoise because he taught us.
- \_\_\_\_\_ 5. Oh, you can't help that . . . we're all mad here. I'm mad. You're mad.
- \_\_\_\_\_ 6. Who are *You*?
- \_\_\_\_\_ 7. You ought to be ashamed of yourself . . . a great girl like you . . . to go on crying in this way!
- \_\_\_\_\_ 8. Mary Ann! Mary Ann! . . . Fetch me my gloves this moment.
- \_\_\_\_\_ 9. Give your evidence . . . and don't be nervous, or I'll have you executed on the spot.
- \_\_\_\_\_ 10. They gave it me . . . they gave it me—for an un-birthday present.

#### Part II: True/False (30 points)

In the space provided write **T** if the statement is completely true or **F** if any part of the statement is false.

- \_\_\_\_\_ 1. Alice blames her black kitten for forcing her through the looking-glass.
- \_\_\_\_\_ 2. The White Knight falls off his horse while he tries to help Alice out of the forest.
- \_\_\_\_\_ 3. The Jabberwock swings his vorpal sword and kills the manxome foe.
- \_\_\_\_\_ 4. The places at the Mad Hatter's tea party remain empty until teatime.
- \_\_\_\_\_ 5. Alice refuses to play croquet with a hedgehog and flamingo.
- \_\_\_\_\_ 6. The Mock Turtle sings "Will you, won't you, will you, won't you, won't you join the dance?"
- \_\_\_\_\_ 7. To determine her identity, Alice tries to decide if she is Mabel.
- \_\_\_\_\_ 8. The Mouse's dry story is about William the Conqueror.
- \_\_\_\_\_ 9. The pig runs into the forest to escape the pepper that Alice stirs into the cauldron of soup.
- \_\_\_\_\_ 10. Alice decides to buy one egg from the sheep.
- \_\_\_\_\_ 11. Both finger-posts point to the same direction.
- \_\_\_\_\_ 12. By advancing to the eighth square, Alice forces herself to wake up.
- \_\_\_\_\_ 13. The Unicorn prefers plum cake to brown bread.
- \_\_\_\_\_ 14. As Alice awakens from the dream, she hears sounds that remind her of the Lizard's slate-pencil and the rattle of cups.
- \_\_\_\_\_ 15. In the Looking-Glass world, Alice is forced to walk, talk, and think backward.

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### Part III: Place in order (20 points)

Number the following episodes in time order 1-10.

- \_\_\_\_\_ 1. A duck, dodo, lory, and eaglet swim in the pool of tears.
- \_\_\_\_\_ 2. The Cheshire Cat's directions confuse Alice.
- \_\_\_\_\_ 3. Alice drinks a liquid that makes her too short to reach the key.
- \_\_\_\_\_ 4. By nibbling on a mushroom, Alice passes through the door to the queen's garden.
- \_\_\_\_\_ 5. The queen lets the duchess out of prison.
- \_\_\_\_\_ 6. To prove her ability to learn verse, Alice recites "You Are Old, Father William."
- \_\_\_\_\_ 7. Alice is called to testify.
- \_\_\_\_\_ 8. The Mad Hatter and March Hare talk over the dormouse's head.
- \_\_\_\_\_ 9. The croquet game is played with a hedgehog and flamingo mallets.
- \_\_\_\_\_ 10. The animals hurl cakes at Alice while she is imprisoned in the White Rabbit's house.

### Part IV: Essay (30 points)

Choose two and answer in complete sentences.

1. Give reasons why the creatures insult Alice.
2. Explain how Alice becomes a queen.
3. Summarize the trial of the Knave of Hearts.
4. Account for Alice's difficulties in getting used to the Looking-Glass world.

## ALICE IN WONDERLAND/THROUGH THE LOOKING GLASS

### COMPREHENSION TEST B

#### Part I: Matching (20 points)

Match parts of quotations from the book. You will have answers left over when you finish.

- \_\_\_\_\_ 1. "The trial cannot proceed," said the King, in a very grave voice,
- \_\_\_\_\_ 2. She soon got it out again, and put it right; "not that it signifies much," she said to herself;
- \_\_\_\_\_ 3. They were just beginning to write this down on their slates, when the White Rabbit interrupted:
- \_\_\_\_\_ 4. At this moment the King, who had been for some time busily writing in his note-book, called out, "Silence!" and read out from his book:
- \_\_\_\_\_ 5. "Well, I shan't go, at any rate," said Alice;
- \_\_\_\_\_ 6. "There's more evidence to come yet, please your Majesty," said the White Rabbit, jumping up in a great hurry:
- \_\_\_\_\_ 7. "I haven't opened it yet," said the White Rabbit;
- \_\_\_\_\_ 8. "It must have been that," said the King,
- \_\_\_\_\_ 9. "Please, your Majesty," said the Knave,
- \_\_\_\_\_ 10. "If you didn't sign it," said the king,

- A. "I should think it would be *quite* as much use in the trial one way up as the other."
- B. "this paper has just been picked up."
- C. "besides, that's not a regular rule: you invented it just now."
- D. "I didn't write it, and they can't prove that I did: there's no name signed at the end."
- E. "unless it was written to nobody, which isn't usual, you know."
- F. "but it seems to be a letter, written by the prisoner to—to somebody."
- G. "*Unimportant*, your Majesty means of course," he said, in a very respectful tone, but frowning and making faces at him as he spoke."
- H. "until all the jurymen are back in their proper places—*all*," he repeated with great emphasis, looking hard at Alice as he said so.
- I. "that only makes the matter worse. You *must* have meant some mischief, or else you'd have signed your name like an honest man."
- J. "Rule Forty-two. *All persons more than a mile high to leave the court.*"

#### Part II: Identification (10 points)

Explain why each of the following is important to the Alice stories:

1. riddle
2. daisy chain
3. dry tale
4. portmanteau words
5. cravat

**ALICE IN WONDERLAND/THROUGH THE LOOKING GLASS**

**Part III: Multiple Choice (20 points)**

Complete each of the following sentences with the best response. Write the letter of your answer in the spaces provided at left.

- \_\_\_\_\_ 1. Alice pretends that her kitty is A. on the other side of the looking-glass. B. chasing a White Rabbit. C. the Red Queen. D. shaking a lost chess piece.
- \_\_\_\_\_ 2. The Gryphon introduces Alice to A. the Mock Turtle. B. dancing on a shingle. C. fainting in coils. D. "You Are Old, Father William."
- \_\_\_\_\_ 3. When Alice and the Fawn move into another open field, A. a bumbling white knight comes to their rescue. B. the animal remembers its name. C. the sky darkens as a crow flies over. D. they hear Tweedle Dum singing "The Walrus and the Carpenter."
- \_\_\_\_\_ 4. The fight between the twins A. takes place in the queen's garden. B. ends with a stab of the unicorn's horn. C. helps Alice advance to the fourth square. D. is over a broken rattle.
- \_\_\_\_\_ 5. Alice is standing in the shop when A. she finds herself rowing. B. she locates a cravat for Humpty Dumpty's un-birthday. C. the White Queen puts her head in Alice's lap. D. the sheep offers her a rocking-horse fly.
- \_\_\_\_\_ 6. "Jabberwocky" is about A. portmanteau words. B. learning to read backwards. C. sliding down a poker. D. a bold hero.
- \_\_\_\_\_ 7. Alice asserts herself by A. yelling, "You're nothing but a pack of cards!" B. grasping the sheep's knitting needles and feathering them. C. kicking Bill up the pigeon's chimney. D. demanding that the Mad Hatter move over to give her a place to sit at the tea table.
- \_\_\_\_\_ 8. The Rose advises Alice A. about slicing a leg of mutton. B. to advance by going the other way. C. inviting the talking flowers to her party. D. running fast so she can stay in the same place.
- \_\_\_\_\_ 9. The baby turns into A. Haiga. B. a gryphon. C. a pig. D. the leader of the quadrille.
- \_\_\_\_\_ 10. The Knight is giving his opinion about riding A. when Hatta interrupts with an invitation. B. before Alice can outfit him with odd bits of armor. C. when he falls on his head. D. after Alice flies through the air to square eight.

**Part IV: Short Answer (20 points)**

Place your answer to each of these questions in the blank provided at left.

- 1. What is the White Rabbit carrying? \_\_\_\_\_
- 2. What prize do the caucus race runners win? \_\_\_\_\_
- 3. What words are written over the arch? \_\_\_\_\_
- 4. What item does the White Queen lose? \_\_\_\_\_
- 5. What verse does Alice read backwards? \_\_\_\_\_
- 6. What animal is impossible to behead? \_\_\_\_\_
- 7. Who smokes a hookah? \_\_\_\_\_
- 8. What order causes Alice to rebel? \_\_\_\_\_
- 9. What shapes does Alice see in the garden? \_\_\_\_\_
- 10. What does the White Queen forget? \_\_\_\_\_

**Part V: Essay (30 points)**

- 1. Explain how Alice escapes multiple dangers.
- 2. Compare the Queen of Hearts with royalty in *Through the Looking-Glass*.
- 3. Enumerate occasions when Alice suddenly changes size.
- 4. Contrast the heroics of the White Knight and the hero of "Jabberwocky."

**ALICE IN WONDERLAND/THROUGH THE LOOKING GLASS**

**ANSWER KEY**

**VOCABULARY TEST**

Answers will vary.

**COMPREHENSION TEST A**

**Part I: Matching (20 points)**

- |      |       |
|------|-------|
| 1. F | 6. I  |
| 2. C | 7. F  |
| 3. H | 8. B  |
| 4. J | 9. E  |
| 5. A | 10. C |

**Part II: True/False (30 points)**

- |      |       |       |
|------|-------|-------|
| 1. F | 6. T  | 11. T |
| 2. T | 7. T  | 12. F |
| 3. F | 8. T  | 13. T |
| 4. F | 9. F  | 14. T |
| 5. F | 10. T | 15. F |

**Part III: Place in order (20 points)**

- |       |       |
|-------|-------|
| 1. 3  | 6. 8  |
| 2. 1  | 7. 4  |
| 3. 10 | 8. 9  |
| 4. 6  | 9. 5  |
| 5. 2  | 10. 7 |

**Part IV: Essay (30 points)**

Answers will vary.

**COMPREHENSION TEST B**

**Part I: Matching (20 points)**

- |      |       |
|------|-------|
| 1. H | 6. B  |
| 2. A | 7. F  |
| 3. G | 8. E  |
| 4. J | 9. D  |
| 5. C | 10. I |

**Part II: Identification (10 points)**

Answers will vary.

**Part III: Multiple Choice (20 points)**

- |      |       |
|------|-------|
| 1. C | 6. D  |
| 2. A | 7. A  |
| 3. B | 8. B  |
| 4. D | 9. C  |
| 5. A | 10. C |

**Part IV: Short Answer (20 points)**

- |                   |  |
|-------------------|--|
| 1. gloves and fan | 6. Cheshire cat                        |
| 2. comfits        | 7. caterpillar                         |
| 3. Queen Alice    | 8. "sentence first-verdict afterwards" |
| 4. shawl          | 9. squares like a chessboard           |
| 5. "Jabberwocky"  | 10. her name                           |

**Part V: Essay (30 points)**

Answers will vary.



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