














KS3 Alice's Adventures in Wonderland Knowledge Organiser

Events		Context	
Preface 	The poem describes a "golden afternoon," when Carroll took his friend's the three daughters on a boat trip. They were Lorina Charlotte Liddell (aged 13; "Prima" in the poem); Alice Pleasance Liddell (aged 10; "Secunda"); and Edith Mary Liddell (aged 8; "Tertia"). During the trip, Dodgson told the girls a story that featured a bored little girl named Alice who goes looking for an adventure. The girls loved it, and Alice Liddell asked Dodgson to write it down.	Who was Lewis Carroll?	<ol style="list-style-type: none"> Lewis Carroll was born in 1832 and died in 1898 of pneumonia. His real name was Charles Lutwidge Dodgson. He had ten brothers and sisters. He was the third child and the oldest boy in his family. He was very clever. He taught maths at Oxford University. He liked photography as well as writing stories. Alice's Adventures in Wonderland was written in 1865.
Chapter One 	Down the Rabbit Hole <ul style="list-style-type: none"> Alice is feeling bored and drowsy while sitting on the riverbank with her elder sister. She notices a talking, clothed white rabbit with a pocket watch run past. She follows it down a rabbit hole where she sees many locked doors of all sizes. She finds a little key to a door too small for her to fit through, but she wants to go in. There is a bottle on a table labelled "DRINK ME," which made her shrink. Then she eats a cake labelled "EAT ME" in currants. 	Victorian Britain	<ol style="list-style-type: none"> Queen Victoria became the monarch in 1837, when Lewis Carroll was 5, and she died after him, in 1901. At the start of Victorian times, most people lived in the countryside. By the end, ¾ lived in towns and cities. Britain changed and became the world's first industrial power, producing coal, iron, steel and textiles. At the same time, the population grew from 16 million to 37 million. Lots of people were very poor. If you had no money, you either had to go to the workhouse to work for food and a bed; or commit crimes. Family, home and church were all very important to Victorian people. Usually, only rich children went to school. Sometimes, poor children were taught in charity schools. Rich children had toys like rocking horses and doll houses. Poor children made their own toys and games. Cities were very dirty places, with air pollution from factories and water pollution from open sewers. Amazing inventions appeared: electricity, flushing toilets, telephones, trains, and cars.
Chapter Two 	The Pool of Tears <ul style="list-style-type: none"> Alice grows to such a tremendous size that her head hits the ceiling. She begins to cry, and her tears literally flood the hallway. Shrinking down again due to a fan she had picked up, Alice swims through her tears. She meets a mouse, who is swimming as well. Alice thinks he is French but when she mentions a cat, he tries to escape her. 	Chapter Eight 	The Queen's Croquet Ground <ul style="list-style-type: none"> Alice enters the garden. Three playing cards are painting the white roses on a rose tree red. More cards, kings and queens and even the White Rabbit arrive. Alice then meets the King and Queen. The Queen says, "Off with his head!" at the slightest dissatisfaction with a subject. Alice is ordered to play a game of croquet with flamingos used as mallets and hedgehogs as balls. The Queen of Hearts orders the Cheshire Cat to be beheaded but her executioner said it is impossible. As the cat belongs to the Duchess, the Queen releases the Duchess from prison to resolve the matter.
Chapter Three 	The Caucus Race and a Long Tale <ul style="list-style-type: none"> The sea of tears fills with animals and birds that have been swept away by the water. Alice and the animals convene on the bank and discuss how to get dry again. Mouse gives them a very dry (meaning boring) lecture on William the Conqueror. A dodo decides that the best thing to dry them off would be a Caucus-Race, which consists of everyone running in a circle with no clear winner. Alice eventually frightens all the animals away, accidentally, by talking about her cat. 	Chapter Nine 	The Mock Turtle's Story <ul style="list-style-type: none"> The Duchess is brought to the croquet ground at Alice's request. She finds morals in everything. The Queen of Hearts dismisses her on the threat of execution, and she introduces Alice to the Gryphon, who takes her to the Mock Turtle. The Mock Turtle is very sad. He tries to tell his story about how he used to be a real turtle in school, which the Gryphon interrupts so they can play a game.
Chapter Four 	The Rabbit Sends a Little Bill <ul style="list-style-type: none"> White Rabbit appears again in search of the Duchess's gloves and fan. Mistaking her for his maid, Mary Ann, Rabbit orders Alice into the house to get them. Inside, she finds a little bottle and drinks from it, immediately beginning to grow again. Rabbit orders Bill the Lizard, to climb on the roof and go down the chimney. Outside, the crowd hurls pebbles at giant Alice, which turn into little cakes. Alice eats them, and they reduce her in size again. 	Chapter Ten 	Lobster Quadrille <ul style="list-style-type: none"> The Mock Turtle and the Gryphon dance to the Lobster Quadrille. Meanwhile, Alice recites (rather incorrectly) "'Tis the Voice of the Lobster". The Mock Turtle sings them "Beautiful Soup", during which the Gryphon drags Alice away for an impending trial.
Chapter Five 	Advice from a Caterpillar <ul style="list-style-type: none"> Alice sees a mushroom with a blue caterpillar smoking a hookah atop it. Caterpillar questions Alice, who admits confusion and an inability to remember a poem. Before leaving, Caterpillar tells Alice that one side of the mushroom will make her taller and the other side will make her shorter, so she breaks off two pieces. One side makes her shrink smaller than ever, while another causes her neck to grow high into the trees, where a pigeon mistakes her for a serpent. Alice brings herself back to her normal height. 	Chapter Eleven 	Who Stole the Tarts? <ul style="list-style-type: none"> Alice attends a trial where the Knave of Hearts is accused of stealing the Queen's tarts. The jury is various animals, inc. Bill the Lizard, the White Rabbit is the trumpeter, and the judge is the King. Alice finds that she is steadily growing larger. The dormouse tells her off for taking up all the air. Alice scoffs and calls the dormouse's accusation ridiculous because everyone grows, and she can't help it. Meanwhile, witnesses at the trial include the Hatter, who displeases and frustrates the King through his indirect answers to the questioning, and the Duchess's cook.
Chapter Six 	Pig and Pepper <ul style="list-style-type: none"> A fish-footman has an invitation for the Duchess, which he delivers to a frog-footman. Alice enters the house. The cook is throwing dishes and making peppery soup. Alice, the Duchess, and her baby sneeze violently. The baby turns into a pig. The Cheshire Cat appears in a tree, directing her to the March Hare's house. He disappears but his grin remains behind to float on its own in the air. 	Chapter Twelve 	Alice's Evidence <ul style="list-style-type: none"> Alice is called as a witness. She accidentally knocks over the jury box with the animals inside them. The King and Queen order Alice to be gone, because she is too tall, but she refuses to leave. The Queen says that Alice stole the tarts and shouts, "Off with her head!". The cards swarm all over her. Then Alice's sister wakes her up from a dream, brushing what turns out to be some leaves and not a shower of playing cards from Alice's face. Alice leaves her sister on the bank to imagine all the curious happenings for herself.
Chapter Seven 	A Mad Tea-Party <ul style="list-style-type: none"> Alice joins a tea party with the March Hare, the Hatter, and a very tired Dormouse' The characters give Alice many riddles and stories. Alice becomes tired of being bombarded with riddles and she leaves claiming that it was the stupidest tea party that she had ever been to. 		

Characters		Features of form (Novella)	
Alice	Age 7 - but appears older and wiser. Loving, gentle, confident, imaginative, curious, polite and courteous most of the time, She can also be violent, rude, and unkind in her dealings with the strange people and animals she meets. Quote "Curiouser and curiouser!"	1. Allegory	A story which can be interpreted to reveal a hidden meaning, typically a moral or political one.
White Rabbit	Seems elderly. Nervous, jittery, worried, anxious: hurrying, scurrying, worrying! Additionally, he is rude and pompous with people who are less important, as well as being obsequious and servile to his superiors. Quote "Oh my ears and whiskers, how late it's getting!"	2. Novella	A novella is longer than a short story, but not as long as a traditional novel: 15,000-40,000 words.
The Caterpillar	Speaks in short, rude sentences or asks difficult questions. He is smoking a hookah and he ends up confusing Alice more than helping her. However, his last advice – about the mushroom – does end up being helpful. Quote "Who are you?"	3. Fairytale genre	A genre (type of story) that incorporates an element of the magical.
The Duchess	Lives near the Caterpillar's forest. Has a baby and the Cheshire Cat belongs to her. She is sometimes shouty and violent, but sometimes kind and friendly to Alice. She recites a horrible rhyme about beating your child for sneezing! Quote "Everything's got a moral, if only you can find it."	4. Omniscient narrator	A narrator that sees everything, including what a character is thinking and feeling.
The Cheshire Cat	He appears and disappears at will, and is sometimes funny, sometimes annoying, sometimes philosophical, and sometimes confusing with Alice. He baffles everyone by disappearing almost entirely, and only its grin remained. Quote "We're all mad here. I'm mad. You're mad."	5. Protagonist	The leading character in a novel.
The Mad Hatter	The Hatter has a tea party with the March Hare and the Dormouse. He switches places, makes short, personal remarks, asks unanswerable riddles and recites nonsensical poetry, all of which drives Alice away. Quote "Why is a raven like a writing-desk?"	6. Tone	How the narrator or a character speaks; can also be set through description.
The March Hare	The March Hare behaves as though it is always tea-time because the Hatter supposedly "murdered the time" whilst singing for the Queen of Hearts, and now time is stuck at 6pm – time for tea. Quote "But that's the point. If you don't think, you shouldn't talk."	7. Contrast	The differences between two characters or settings etc.
The Queen of Hearts	The Queen of Hearts is a foul-tempered monarch, who is quick to give death sentences at the slightest offense. Alice plays croquet with her, using flamingos as bats and hedgehogs as balls. Quote "Off with her head!"	8. Symbolism	The use of symbols to represent ideas or qualities.
The King of Hearts	The King of Hearts is the moderate part of Wonderland government. He quietly pardons many of the subjects the Queen has ordered to be beheaded when the Queen is not looking. Quote "If there's no meaning in it, that saves a world of trouble, you know, as we needn't try to find any."	9. Sensory language	Language that connects to the five senses to create an image or description.
The Mock Turtle	He is a very melancholic character, because it is thought that he used to be a real turtle. He tells Alice he used to go to school in the sea. He cannot understand Alice's description of school or the poetry she recites. Quote "We called him Tortoise because he taught us."	10. Simile	A figure of speech involving the comparison of one thing with another thing of a different kind, used to make a description more emphatic or vivid.
		11. Personification	Attributing a human characteristic to something non-human.
		12. Metaphor	Figurative language where you portray a person, place, thing, or an action as being something else, even though it is not actually that "something else."
		13. Rhetorical question	A question that is asked in order to make a point rather than elicit an answer.
		14. Repetition	Saying the same thing more than once for emphasis.
		15. Dialogue	A discussion or conversation, or simply the words spoken by a character.
		16. Foreboding	A feeling that something bad will happen.
		17. Tension and suspense	A building of extreme emotion / anticipation where the outcome is uncertain.
		18. Dramatic Irony	Where the reader knows something that a character(s) is not aware of.
		19. Cliff-hanger	A dramatic and exciting ending to an episode of a serial, leaving the audience in suspense and anxious not to miss the next episode.
		20. Breaking the fourth wall	The narrator directly addresses the reader to make them feel more personally involved in the story.



Week 1 spellings	Week 2 spellings	Week 3 spellings	Week 4 spellings	Week 5 spellings	Week 6 spellings	Week 7 spellings	Week 8 spellings	Week 9 spellings	Wk 10 spellings	Wk 11 spellings
remarkable	telescope	consultation	assessment	solemnly	languid	subdued	indignantly	behead	capar	tremulous
waistcoat	nonsense	authority	week	humble	contemptuous	timidly	encouraging	oblong	shingle	becoming
curiosity	inquisitively	adjourn	no	feeble	incessantly	severely	quarrel	crimson	askance	suppress
presently	vulgar	conduct	spellings	coax	contradict	anxiously	triumphantly	procession	sluggard	sprawling
earnestly	sorrowful	melancholy		stern	piteous	curious	interrupt	impertinent	lark	diligently