



Alice in Wonderland

THINK:

How do illustrators connect images or multimedia elements (animations) to a story?

Imagine reading a book where the pictures did not match the story.

Take a minute to look at the picture and the text beside it. Which picture better supports the text?

Picture A



John could see the dragon was deeply angered. Without warning, the dragon opened his jaws and unleashed a shower of fire down on the ground below.

Picture B



Write: Which picture do you think better supports the text and why? Then, write a description that would match the other picture.

EXPLORE:

How do the illustrations in the story *Alice in Wonderland* reflect specific descriptions of her in the text?

Did you know that an artist named John Tenniel created pictures for the first edition of the story *Alice in Wonderland*? When illustrators create stories for a book, they need to think about how the author describes characters, settings and actions. Take a minute to examine a few of the illustrations he created for *Alice in Wonderland*. Do you recognize any of the characters from the story?



Read the passage below from *Alice in Wonderland*. How does John Tenniel's illustration connect to the text? What specific details can you find in both the text and the image? You can use the highlight tool to highlight details in the text that match the image.



By this time she had found her way into a tidy little room with a table in the window, and on it (as she had hoped) a fan and two or three pairs of tiny white kid gloves: she took up the fan and a pair of the gloves, and was just going to leave the room, when her eye fell upon a little bottle that stood near the looking-glass. There was no label this time with the words 'DRINK ME,' but nevertheless she uncorked it and put it to her lips. 'I know *something* interesting is sure to happen,' she said to herself, 'whenever I eat or drink anything; so I'll just see what this bottle does. I do hope it'll make me grow large again, for really I'm quite tired of being such a tiny little thing!'

It did so indeed, and much sooner than she had expected: before she had drunk half the bottle, she found her head pressing against the ceiling, and had to stoop to save her neck from being broken. She hastily put down the bottle, saying to herself 'That's quite enough—I hope I shan't grow any more—As it is, I can't get out at the door—I do wish I hadn't drunk quite so much!'

Alas! it was too late to wish that! She went on growing, and growing, and very soon had to kneel down on the floor: in another minute there was not even room for this, and she tried the effect of lying down with one elbow against the door, and the other arm curled round her head. Still she went on growing, and, as a last resource, she put one arm out of the window, and one foot up the chimney, and said to herself 'Now I can do no more, whatever happens. What *will* become of me?'

Luckily for Alice, the little magic bottle had now had its full effect, and she grew no larger: still it was very uncomfortable, and, as there seemed to be no sort of chance of her ever getting out of the room again, no wonder she felt unhappy.

Write:

How does John Tenniel's illustration connect to the text?

What specific details can you find in both the text and the image?

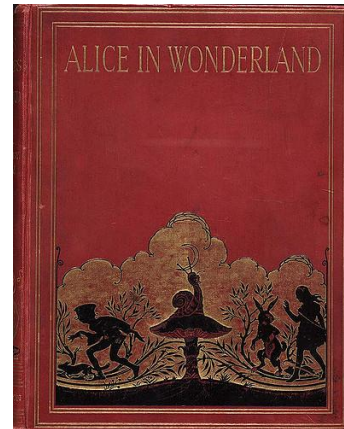
Now take a minute to watch this animation from Alice in Wonderland.

You will need to click on the book below to open the video.

How does this animation connect to the text?

So she was considering in her own mind (as well as she could, for the hot day made her feel very sleepy and stupid), whether the pleasure of making a daisy-chain would be worth the trouble of getting up and picking the daisies, when suddenly a White Rabbit with pink eyes ran close by her.

There was nothing so *very* remarkable in that; nor did Alice think it so *very* much out of the way to hear the Rabbit say to itself, 'Oh dear! Oh dear! I shall be late!' (when she thought it over afterwards, it occurred to her that she ought to have wondered at this, but at the time it all seemed quite natural); but when the Rabbit actually *took a watch out of its waistcoat-pocket*, and looked at it, and then hurried



[Click book or this link to open animation video](#)

on, Alice started to her feet, for it flashed across her mind that she had never before seen a rabbit with either a waistcoat-pocket, or a watch to take out of it, and burning with curiosity, she ran across the field after it, and fortunately was just in time to see it pop down a large rabbit-hole under the hedge.

In another moment down went Alice after it, never once considering how in the world she was to get out again.

The rabbit-hole went straight on like a tunnel for some way, and then dipped suddenly down, so suddenly that Alice had not a moment to think about stopping herself before she found herself falling down a very deep well.

Either the well was very deep, or she fell very slowly, for she had plenty of time as she went down to look about her and to wonder what was going to happen next. First, she tried to look down and make out what she was coming to, but it was too dark to see anything; then she looked at the sides of the well, and noticed that they were filled with cupboards and book-shelves; here and there she saw maps and pictures hung upon pegs

Write:

How does this animation connect to the text?

What specific details can you find in both the text and the animation? You can use the highlight tool to highlight specific details in the text that match the animation.

Extend your learning: Creating an Alice in Wonderland Scratch Project

Select a passage from Alice in Wonderland below.

Create a Scratch project based on specific details from the passage you selected.

Criteria:

- Sprites and backgrounds in your Scratch project reflect specific details from the text
- At least one sprite is animated
- At least one sprite is interactive
- Clear directions are provided to the player on how to interact with your Scratch project

You can remix this [Scratch project](#) to get started, if you would like.

Passage 1:

Alice was not a bit hurt, and she jumped up onto her feet in a moment: she looked up, but it was all dark overhead; before her was another long passage, and the White Rabbit was still in sight, hurrying down it. There was not a moment to be lost: away went Alice like the wind, and was just in time to hear it say, as it turned a corner, "Oh my ears and whiskers, how late it's getting!" She was close behind it when she turned the corner, but the Rabbit was no longer to be seen: she found herself in a long, low hall, which was lit up by a row of lamps hanging from the roof.

There were doors all round the hall, but they were all locked; and when Alice had been all the way down one side and up the other, trying every door, she walked sadly down the middle, wondering how she was ever to get out again.

Suddenly she came upon a little three-legged table, all made of solid glass; there was nothing on it except a tiny golden key, and Alice's first thought was that it might belong to one of the doors of the hall; but, alas! either the locks were too large, or the key was too small, but at any rate it would not open any of them. However, on the second time round, she came upon a low curtain she had not noticed before, and behind it was a little door about fifteen inches high: she tried the little golden key in the lock, and to her great delight it fitted.

Passage 2:

However, this bottle was *not* marked 'poison,' so Alice ventured to taste it, and finding it very nice, (it had, in fact, a sort of mixed flavour of cherry-tart, custard, pine-apple, roast turkey, toffee, and hot buttered toast,) she very soon finished it off.

"What a curious feeling!" said Alice; "I must be shutting up like a telescope."

And so it was indeed: she was now only ten inches high, and her face brightened up at the thought that she was now the right size for going through the little door into that lovely garden. First, however, she waited for a few minutes to see if she was going to shrink any further: she felt a little nervous about this; 'for it might end, you know,' said Alice to herself, 'in my going out altogether, like a candle. I wonder what I should be like then?' And she tried to fancy what the flame of a candle is like after the candle is blown out, for she could not remember ever having seen such a thing.

Passage 3:

Alice opened the door and found that it led into a small passage, not much larger than a rat-hole: she knelt down and looked along the passage into the loveliest garden you ever saw. How she longed to get out of that dark hall, and wander about among those beds of bright flowers and those cool fountains, but she could not even get her head through the doorway; "and even if my head would go through," thought poor Alice, "it would be of very little use without my shoulders. Oh, how I wish I could shut up like a telescope! I think I could, if I only knew how to begin." For, you see, so many out-of-the-way things had happened lately, that Alice had begun to think that very few things indeed were really impossible.

There seemed to be no use in waiting by the little door, so she went back to the table, half hoping she might find another key on it, or at any rate a book of rules for shutting people up like telescopes: this time she found a little bottle on it, ("which certainly was not here before," said Alice,) and round the neck of the bottle was a paper label, with the words 'DRINK ME' beautifully printed on it in large letters.