

‘There is no more evidence,’ said the King very quickly, ‘and now the jury will—’

‘Your Majesty!’ said the White Rabbit, jumping up in a great hurry. ‘We’ve just found this letter. There’s no name on it, but I think the Knave wrote it.’

‘No, I didn’t!’ said the Knave loudly.

‘Read it to us,’ said the King.

‘Where shall I begin, Your Majesty?’ asked the Rabbit.

‘Begin at the beginning,’ said the King, ‘and go on until you get to the end, then stop.’

Everybody listened very carefully while the White Rabbit read these words.

*They tell me you have been to her,
And talked of me to him.*

*She thought I was a gardener,
But said I could not swim.*

*He tells them that I have not gone,
(We know that this is true).*

*If she decides to hurry on,
What will they do to you?*

*I gave her one, they gave him two,
You gave us three or more.
They all returned from him to you,
But they were mine before.*

‘That’s a very important piece of evidence,’ said the King. He looked very pleased. ‘Now the jury must—’

‘If anybody in the jury can explain that letter,’ said Alice (she was not afraid of anything now, because she was much bigger than everybody in the room), ‘I’ll give him sixpence. It’s all nonsense! It doesn’t mean anything.’

The jury busily wrote this down. ‘*She* thinks it’s all nonsense.’

‘All nonsense, eh?’ said the King. He read some of the words again. ‘*But said I could not swim*. You can’t swim, can you?’ he said to the Knave.

The Knave’s face was sad. ‘Do I look like a swimmer?’ he said. (And he didn’t – because he was made of paper.)

The King smiled. ‘I understand everything now,’ he said. ‘There are the tarts, and here is the Knave of Hearts. And now the jury must decide who the thief is.’

‘No, no!’ said the Queen. ‘Off with his head! The jury can say what it thinks later.’

‘What nonsense!’ said Alice loudly. ‘The jury must decide *first*. You can’t—’

‘Be quiet!’ said the Queen, her face turning red.

‘I won’t!’ said Alice.

‘Off with her head!’ screamed the Queen. Nobody moved.

‘It doesn’t matter what you say,’ said Alice. ‘You’re only a pack of cards!’

Then the pack of cards flew up into the sky and began to fall on Alice's face. She gave a little scream . . .



Then the pack of cards began to fall on Alice's face.

and woke up. She was lying next to her sister under the trees, and some leaves were falling on her face.

‘Wake up, Alice dear,’ said her sister. ‘You’ve been asleep a long time.’

‘Oh, I’ve had a *very* curious dream!’ said Alice, and she told her sister all about the strange adventures in her wonderful dream.

GLOSSARY

- appear** to come where somebody can see you
- argue** to talk angrily with someone when you do not agree
- croquet** a game using mallets to knock balls through small hoops
- curious** strange ('good English' – see page 7 – would be *more curious*, not *curiouser*)
- dream** a picture in your head when you are asleep
- duchess** the title of an important woman
- evidence** information about something or someone given at a law trial
- execution** cutting somebody's head off
- grin** a big, friendly smile
- invite** to ask someone to come somewhere, or to do something
- jury** twelve people at a trial who listen to the evidence and then decide if someone is a criminal or not
- mad** ill in the head
- nonsense** silly or stupid talk or ideas
- polite** saying things like 'please' and 'thank you' is polite
- sadly** unhappily
- trial** the time when people (a judge, a jury, etc.) decide if someone has done something wrong
- vanish** to go away very quickly or surprisingly
- witness** somebody who gives evidence at a trial
- worried** feeling that something is wrong
- Your Majesty** words that you say when talking to a queen or king

Alice's Adventures in Wonderland

ACTIVITIES

Before Reading

- 1 Read the back cover and the story introduction on the first page. Who does Alice meet in Wonderland? Tick the right boxes for the answers.

Alice meets . . .

- | | | | |
|--|-----------------------------------|---------------------------------|-------------------------------------|
| <input type="checkbox"/> a policeman | <input type="checkbox"/> a rabbit | <input type="checkbox"/> a hare | <input type="checkbox"/> her sister |
| <input type="checkbox"/> a chicken | <input type="checkbox"/> a horse | <input type="checkbox"/> a cat | <input type="checkbox"/> a queen |
| <input type="checkbox"/> a caterpillar | <input type="checkbox"/> a king | <input type="checkbox"/> a dog | <input type="checkbox"/> a hatter |

- 2 What does Alice do in the story? Tick the right boxes.

Alice . . .

- | | |
|---|--|
| <input type="checkbox"/> goes to a tea-party | <input type="checkbox"/> wears gloves |
| <input type="checkbox"/> plays tennis | <input type="checkbox"/> talks to a cat |
| <input type="checkbox"/> smokes a pipe | <input type="checkbox"/> plays croquet |
| <input type="checkbox"/> falls down a rabbit-hole | <input type="checkbox"/> cuts off someone's head |

- 3 Who will say these words in the story? Can you guess?

- 1 'Oh, where *did* I drop my gloves?'
- 2 'I told you that butter wasn't good for watches!'
- 3 'You can visit either of them. They're both mad.'
- 4 'Off with his head!'
- 5 'How strange everything is today!'

While Reading

Read Chapter 1, and put these sentences in the right order.

- 1 Alice found a small key and unlocked a very small door.
- 2 Alice fell down a rabbit-hole.
- 3 Alice drank something from a bottle and got very small.
- 4 Alice ate a small cake, which said, 'EAT ME'.
- 5 Alice saw a White Rabbit and ran after him.
- 6 Alice tried to climb up a table leg to get the key again.

**Before you read Chapter 2, can you guess what will happen?
Choose one ending for this sentence.**

When Alice has finished eating the cake, she will . . .

- a) be ill. b) get smaller. c) get bigger. d) wake up.

**Read Chapter 2. Here are some untrue sentences about it.
Change them into true sentences.**

- 1 Alice was soon as small as a mouse.
- 2 The Duchess dropped her gloves and fan.
- 3 The fan made Alice get bigger.
- 4 Alice fell into the sea.
- 5 While she was swimming, Alice met a cat.
- 6 Alice suddenly found herself outside in a garden.

Read Chapter 3. Choose the best question-word for these questions, and then answer them.

What / Why

- 1 . . . did the Caterpillar tell Alice to do?
- 2 . . . couldn't Alice explain herself?
- 3 . . . did the Caterpillar call Alice back?
- 4 . . . did Alice have to eat if she wanted to get bigger?
- 5 . . . did the bird call Alice?
- 6 . . . didn't Alice answer the question about stealing eggs?

Read Chapters 4 and 5. Choose the best words to complete this summary of the chapters.

When Alice went into the Duchess's *kitchen / bedroom*, there was a cat which was *screaming / grinning*, and a baby who was *screaming / grinning*. The Duchess *gave / took* the baby *from / to* Alice, but the baby *was / turned into* a pig. After that Alice *had / spoke* a conversation with the Cheshire Cat and they talked *to / about* mad people.

At the tea-party the March Hare said, 'Have some *coffee / tea*,' but there wasn't *some / any*. Later, he said to Alice, 'You must *mean / say* what you *mean / say*.' The Hatter had a watch which *showed / didn't show* the time because it was *always / never* six o'clock there. The tea-party *always / never* finished, and they just went on *moving / moved* round the table. Alice thought it was a very *clever / stupid* tea-party and went away.

Before you read Chapter 6 (*The Queen's game of croquet*), can you guess what happens?

Tick one box each time.

	YES	NO
1 Alice wins the game of croquet.	<input type="checkbox"/>	<input type="checkbox"/>
2 The Queen wants to cut lots of heads off.	<input type="checkbox"/>	<input type="checkbox"/>
3 Alice meets some more strange animals.	<input type="checkbox"/>	<input type="checkbox"/>
4 When the game finishes, Alice wakes up.	<input type="checkbox"/>	<input type="checkbox"/>

Read Chapters 6 and 7. Match these halves of sentences.

- 1 The croquet game was very strange . . .
- 2 The Queen of Hearts got very angry . . .
- 3 Then Alice saw her friend the Cheshire Cat, . . .
- 4 The King didn't like the Cat's head . . .
- 5 But the executioner couldn't cut off a head . . .
- 6 After the croquet there was a jury trial to find out . . .
- 7 While the Hatter was giving his evidence, . . .
- 8 At the end Alice began to argue with the Queen, . . .
- 9 but only its head appeared, not its body.
- 10 and then she woke up.
- 11 because everybody had to use flamingoes for mallets.
- 12 who stole the tarts made by the Queen of Hearts.
- 13 and wanted to cut it off.
- 14 Alice was getting bigger and taller.
- 15 and sent nearly everybody to prison.
- 16 if there wasn't a body to cut it off from.

After Reading

- 1 Here is Alice, telling her sister about her dream. But it is difficult to remember dreams, and Alice gets a lot of things wrong. Can you find her mistakes and correct them?

ALICE: Well, first I saw a brown rabbit, who took a clock out of his bag, and then I fell down a mouse-hole.

SISTER: Oh dear! Were you afraid?

ALICE: Oh no. I fell very quickly, you see. And when I ate or drank things, I got fatter or thinner. I talked to a caterpillar who was sitting under a mushroom, and I also talked to a Duchess. Oh yes, and there was a baby that turned into a fish. Then I played croquet – but for balls we had flamingoes, and the mallets were hedgehogs.

SISTER: There were a lot of animals in your dream.

ALICE: Yes, there were. There was also a Cheshire Cat who cried, and I had lunch with a March Hare and a Hatter—

SISTER: A hatter?

ALICE: Yes, you know, a man who buys hats. He was one of the jurymen who gave evidence at the trial—

SISTER: What trial was that?

ALICE: Oh, somebody ate some tarts. But the evidence was all nonsense, and the King of Hearts wanted to cut people's heads off all the time.

SISTER: Cut their heads off? That's terrible!

ALICE: They didn't really cut people's heads off, you know.

They were just a box of cards – made of wood.

- 2 Later, Alice wrote a song about her dream. Fill in the gaps with seven of these words. For each gap, there are two possible words. Which are they, and why is one of them better? (Think about the *sound* of the word.)

around, away, building, change, Clubs, Hearts, here, him, house, me, mean, show, there, turn

One day I had a curious dream,
But now I ask, 'What did it ____?'
I saw a cat up in a tree,
Who spoke as well as you or ____.
In a pool of tears I met a mouse,
And then a Hatter outside a ____,
Having tea with a mad March Hare.
Perhaps they're both still sitting ____.
And then there was a plate of tarts,
Made by the angry Queen of ____.
Her croquet game was hard to play;
The hoops and balls just walked ____.
The jury trial was also strange,
But then the cards began to ____
into leaves
and I woke up.

- 3 Here is an illustration for the story by a famous artist, John Tenniel. Find the best place in the story to put the picture, and answer these questions.

The picture goes on page ____.

- 1 Who are the characters in this picture?
- 2 What are two of them doing?
- 3 Where is Alice at this moment?

Now write a caption for the illustration.



Caption: _____

- 4 Can you find the 19 words hidden in this word search?
Words go from left to right, or from top to bottom.

R	R	A	B	B	I	T	H	P	L	A	T	E	P
P	M	O	U	S	E	C	E	M	H	A	R	E	L
M	B	C	A	K	E	A	D	B	X	C	B	G	A
A	U	B	A	L	L	T	G	F	O	C	R	H	Y
L	T	A	Q	T	D	R	E	A	M	U	E	O	E
L	T	L	I	A	P	W	H	E	D	P	A	O	R
E	E	Y	Z	R	I	E	O	H	F	T	D	P	E
T	R	T	S	T	G	F	G	T	E	A	P	O	T
O	J	E	C	A	T	E	R	P	I	L	L	A	R

Now put the words from the word search into groups under these three headings. There is one word which does not belong to any of the groups. What is it?

CROQUET

TEA-TIME

ANIMALS

- 5 Write a short passage about *your* dreams. Use some of these notes to help you.

- my dreams / full of / exciting adventures / frightening things / strange things / don't understand them
- sometimes / always / never / dream about / family / friends / strangers / animals
- sometimes in a dream / can / can't / fly / move
- always / never / dream about / same / different things
- wake up in the night / remember / next day / forget

ABOUT THE AUTHOR

Lewis Carroll (his real name was Charles Lutwidge Dodgson) was born in 1832, and was the third child of a family of eleven children. When he was a child, Charles was very good at writing word games and puzzles, and later he was also good at Latin and mathematics. He went to Rugby School, and then to Christ Church at the University of Oxford. He taught mathematics at Christ Church from 1855 until his death in 1898.

Dodgson wrote books about mathematics, and he was also a very good photographer, but his most famous work is *Alice's Adventures in Wonderland*. It began as a story told to a real little girl, called Alice Liddell, during a boat trip on the river one summer, and was published as a book in 1865. A second story about Alice, called *Through the Looking-Glass and What Alice Found There*, followed in 1871, and in 1876 came his third famous nonsense book, *The Hunting of the Snark*. The two *Alice* stories, full of clever word games and verses, are among the most famous children's books ever written. They were also important because they were the first stories for children which did not try to teach them how to be good.

Alice's Adventures in Wonderland is read by both adults and children; it has been translated into many languages, made into plays for the theatre, and filmed many times. The characters in Alice's dream are now part of our language – we talk of people 'grinning like a Cheshire cat', or being 'as mad as a hatter'. And when anything strange happens, we often say, just like Alice in her dream, 'Curiouser and curiouser'.

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