

Bookfolio for **Alice's Adventures in Wonderland**

Author: [Lewis Carroll](#)
Illustrator: John Tenniel

Publisher: Harcourt Brace
ISBN: 0151042306
Recommended for: [Grades 5-8](#)
Classification: Fiction
Genre: [Fantasy](#)

Story Summary: Alice, bored with the company of her sister, follows the White Rabbit down a rabbit hole. She comes to a tiny door through which she cannot pass until she has shrunk. She finds a bottle labeled "Drink me" which causes her to get smaller, and eventually she passes into another world filled with a strange assortment of people and animals. She runs in a Caucus-race in which everybody wins and everybody must have a prize. She meets the Caterpillar smoking a hookah who helps her to return to her proper height. She sees the Duchess nursing a baby that later turns into a pig. She talks to the Cheshire-Cat who can disappear gradually until only his grin is left behind. She is entertained at a tea party with the Mad Hatter, the March Hare, and the Dormouse, who finally is pushed into a teapot. She plays croquet with the King and Queen of Hearts using a flamingo as a mallet and a hedgehog for a croquet ball. She also learns all about life under the sea from the Gryphon and Mock Turtle. Finally she attends the trial of the Knave of Hearts who is charged with stealing tarts. Her adventures end when she awakens to realize all these events have been but a dream.

Read-aloud Recommendation: Chapter 4, "The Rabbit Sends in a Little Bill."

**The skills for each activity are identified by the following abbreviations:
R=Reading, W=Writing, S=Speaking, L=Listening, D=Drawing**

Alice's Adventures in Wonderland - Independent Activities	Skills
1. Pure Fantasy (Explaining fantasy)	W
2. Creating a Stage Set (Designing a diorama)	D
3. Smaller Than Life (Writing a story)	S , W
4. Matter of Opinion (Comparing illustrators)	S
5. Alice Again (Reading another adventure)	R , W
6. Shillings and Pence (Converting money)	D , R , S
Alice's Adventures in Wonderland - Group Activities	Skills
1. A Poetry Reading (Reading poetry)	S
2. Stuff and Nonsense (Imitating dialogue style)	S , W
3. Words Mean More (Appreciating word play)	S , W
4. Half Alice (Creating a cartoon)	D , S
5. Teatime in England (Learning customs)	R , S
6. "Let's Talk About..." (Discussing the story)	L , S

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