Through the Looking-Glass

**Before Reading**

**BEFORE READING ACTIVITIES (PAGE 60)**

**ACTIVITY 1** **BEFORE READING**

In the looking-glass world Alice is first a *pawn* and later becomes a *queen* in the *Eighth* Square. She travels by *train* through the Third Square, finds a *lake* in the Fifth Square, and goes through a *wood* in the Seventh Square.

It is a very strange game of *chess*. The pieces *talk* all the time. Time runs *backwards* and the *White Queen* can remember things from the *future*.

**ACTIVITY 2** **BEFORE READING**

Encourage students to speculate and to make guesses, but do not tell them the answer. They will find out at the end of the story that number 3 is what happens.

**While Reading**

**CHAPTERS 1 AND 2** **WHILE READING**

1. *Which . . .?* The black one.
2. *What . . .?* The glass went soft, and turned into a kind of cloud.
3. *Which . . .?* First the White Queen, and then the White King.
4. *Why . . .?* Because it was a looking-glass book and the words went the wrong way, so Alice had to hold it up to the glass to read it.
6. *Why . . .?* Because the flower-beds are too soft and so the flowers are always asleep.
7. *What . . .?* A country of squares, made by little brooks and hedges, which looked just like a large chess-board.
8. *Why . . .?* Because they were both still in the same place as when they began running.

**CHAPTERS 3 AND 4** **WHILE READING**

1. Alice jumped over a *brook* to get into the *third* square.
2. On the *train* the Inspector asked for Alice's *ticket*.
3. The small voice in Alice’s ear was the voice of an *insect*.
4. In the wood Alice could not *remember* her own name.
5. Alice had to listen to a long *poem* from Tweedledee.
6. Alice felt *sorry* for the Oysters because the Walrus and the Carpenter *ate* them.
7. The Red King was lying asleep in the wood and *snoring* loudly.

**BEFORE READING CHAPTER 5**

Encourage students to speculate and to make guesses, but do not tell them the answers. They will find out as they read that the answers are numbers 2, 4 and 6.

**CHAPTERS 5 AND 6** **WHILE READING**

1. F The White Queen’s maid would have jam every *other* day.
2. F The White Queen screamed *before* she cut her finger.
3. F In the shop Alice decided to *buy* an egg.
4. T
5. F Humpty Dumpty’s name *meant* the shape he *was*. / Alice’s name did not mean anything.
6. F You can get an unbirthday present on three *hundred* and sixty-four days in a year.
7. T
8. T

**CHAPTERS 7 AND 8** **WHILE READING**

1. The White King to Alice, about his two messengers.
2. Haigha to the White King, about the Lion and the Unicorn, who were fighting for the crown again.
3. Hatta to Alice, about the white bread and brown, which would be given to the Lion and the Unicorn during a break in the fighting.
4. The White King to Alice, about the White Queen, who Alice had just seen running out of a wood.
5. Haigha to the Unicorn, about Alice.
6. The Unicorn to everybody, about the piece of plum-cake that Alice had just given him.
7. The Red Knight to the White Knight, about Alice.
8. The White Knight to Alice, about the little wooden box on his back, which was upside-down.
9. The White Knight to Alice, about the song he was just about to sing for her.
10. Alice to herself, about the White Knight, who had just fallen off his horse again.

**BEFORE READING THE END OF THE STORY**

Encourage students to speculate and to make guesses, based on both the game of chess and the characters of the story, but do not tell them the answers. They will find out as they read that the ‘yes’ answers are numbers 2, 5, 7, 9 and 10.

**CHAPTERS 9 TO 12** **WHILE READING**

Alice’s dream finishes when she picks up the Red Queen and shakes her – and at that moment she wakes up and finds that she is shaking the black kitten.
After Reading

**ACTIVITY 1 AFTER READING**

1 Haigha and Hatta were the White King’s messengers. He had to have two of them—one to come, and one to go.

2 The White Knight told Alice all about his many inventions; one of them was a box which he carried upside-down on his back.

3 ‘When I use a word,’ said Humpty Dumpty to Alice, ‘it means just what I choose it to mean—neither more nor less.’

4 The White Queen told Alice she could believe six impossible things before breakfast, but it was easier if you shut your eyes.

5 Tweedledum and Tweedledee were brothers. They told Alice that she wasn’t real, and was just part of the Red King’s dream.

6 The Red Knight took Alice prisoner, but then he had to fight a battle with the White Knight, which he lost, so he rode away.

7 At the party the Red Queen told Alice that it wasn’t polite to cut and eat someone you had been introduced to.

8 The Lion and the Unicorn had never seen a child before, so they thought that Alice was a fantastic monster.

**ACTIVITY 2 AFTER READING**

Encourage students to listen for the rhymes in the last words in the lines.

1 I once played a kind of chess you never learn in books.

2 Running with the Red Queen, and jumping over brooks.

3 Talking with the White Queen, and pinning on her shawl.

4 Meeting Humpty Dumpty, and waiting for his fall.

5 I also met the White King, and in a crowded town.

6 A lion and a unicorn were fighting for his crown.

7 Then there was the White Knight, riding through the trees.

8 Singing me his sad song, hoping it would please.

9 And when I had a Queen’s crown in the Eighth Square,

10 I pulled off a table-cloth—but the dream ended there.

**ACTIVITY 3 AFTER READING**

The better word for the gaps at the end of the lines is of course the one that rhymes; the words that fit the meaning are given afterwards in brackets.

In spring, when mountains lose their snow,
I like to watch the flowers grow. (open)

In summer, when the sun is bright,
I walk through fields and woods till night. (evening)

In autumn, when the leaves turn gold, (red)
I know the year is growing old.

In winter, when the snow is deep,
I sit beside the fire and sleep. (snore)

Students might want to make a jokey last line:
I sit beside the television and snore.

Point out that in light-hearted or humorous verse, an unexpected ending can sometimes be quite effective.

**ACTIVITY 4 AFTER READING**

Words across: knight, cake, hill, pawn, forest, insect, move, nonsense, puzzled, king, hedge, unicorn

Make sure that students select puzzled, not puzzle, otherwise they will have too many letters for Activity 6.

Words down: sheep, fantastic, horse, dream, poem, pudding, monster, queen, crown, square, brook, believe, kitten, lion

**ACTIVITY 5 AFTER READING**

So many fantastic things happened in looking-glass world! The White Queen turned into a sheep, and the Red Queen turned into a kitten. The White King nearly lost his crown to a lion and a unicorn, and the Red King was always snoring. The person I liked best was the White Knight. He was so gentle, so sad. He took me through the forest in the seventh square, and was always falling off his horse.

But it was all nonsense, of course. You can’t believe any of it.
**ACTIVITY 6 AFTER READING**

1 The sentence is: *'It's jam tomorrow and jam yesterday, but never jam today.'* The White Queen said it to Alice.
2 A job as lady’s maid.
3 Eat it.
4 Never.

**ACTIVITY 7 AFTER READING**

1+9 If you want to meet people in a garden, you must walk away from them.
2+12 If you want to stay in the same place, you have to run very fast.
3+7 If you want to get somewhere different, you must run twice as fast.
4+11 If you travel by train, you should buy a return ticket at every station.
5+8 If you want to give people pieces of cake, you should pass it round first and cut it up afterwards.
6+10 And curtsy while you’re thinking what to say because it saves time.

**ACTIVITY 8 AFTER READING**

Open answers.