

Alice in Wonderland



Whole-class Starter

- Enter in role as Alice in Wonderland. Alice bounces into the classroom very excitedly to tell the story about her recent adventure. She explains that it was somewhat strange and she can't decide whether it was real or not. She tells the beginning of the story using props or visual aids, such as a pocket watch, a gold key, a bottle with 'drink me' label on. Tell the story up to the point where Alice is in the pool of tears.
- Alice explains that she has had so many strange things happened to her on her adventure that she couldn't possibly tell them all. She would really like to share her story with the children though, so she explains that she is going to split the class into groups and gives each group a prop that is connected with one part of her story, such as a teapot or a croquet



Focus of Learning

To understand the features of a fantasy story

- Alice asks the children to share her adventures with the rest of the class. Each group tells their part of the story and explains the significance of their prop. Using the interactive whiteboard, Alice shows pictures and characters from the story and places them in the correct order while recapping verbally on the main points of the story.

