

TITLE: *Alice in Wonderland*

AUTHOR: Lewis Carroll

POINT OF VIEW: 3rd person

SETTING:

Historical Period
The Victorian Era

Place:
The idyllic
English
countryside, then
Wonderland, a
fantasy world
where nothing
makes sense

Mood:
Bizarre and topsy-
turvy,
dreamlike

Symbols:
The garden is a
symbol of Alice's
ideal vision of and
longing for
goodness, truth,
and beauty.

Plot Stage 3

Climax: The garden looks beautiful but it is chaotic and menacing. She meets the Queen of Hearts and joins her in a strange game of croquet. A trial is announced. Alice finds herself in a chaotic courtroom where the Jack of Hearts is on trial for stealing the Queen's tarts. As Alice begins to grow again, she becomes bolder and points out the absurdity of the trial. The Queen orders her head to be cut off, and Alice retaliates by saying that she is not afraid of a pack of playing cards. At this point, the cards begin flying at her.

Plot Stage 2

Conflict, Rising Action: The **Conflict is introduced:** **Will Alice be able to get into the beautiful garden?** In the **Rising Action**, Alice eats and drinks several magic foods but is always either too large to get through the door or too small to reach the key. She begins to cry. Nearly drowned by her own tears, she is carried away from the hall and sets out to find a way back so she can enter the garden. She encounters and interacts with numerous strange and sometimes rude talking animals and the Mad Hatter, who confuse and exasperate Alice. She then journeys through a forest. She finds a tree with a door, which leads back to the hallway. She takes the key and eats part of a magic mushroom, which causes her to shrink, and finally she can enter the garden.



writingwithjennifer.com
© 2020 Jennifer Kimbrell

Plot Stage 4

Denouement: Alice wakes up in a fright and realizes the playing cards were just leaves and that the whole adventure was a dream. She tells it to her sister, who sends her off for her tea.

CHARACTERS:

Protagonist: Alice, a young sensible girl from a wealthy English family. Alice feels comfortable with her identity and has a strong sense that her environment is comprised of clear, logical, and consistent rules and features.

Antagonist: The inhabitants of Wonderland. They try to baffle Alice, confuse her, order her about and even behead her. Even the ones who are not directly mean to her are antagonists, as their strange behavior confuses Alice.

Others:
Alice's older sister

THEMES

The world through a child's eyes

The absurd nature of Life

Plot Stage 5

Conclusion: Her sister thinks about Alice and her dream, and hopes that she will always keep her childhood heart of imagination.

Plot Stage 1

Exposition: Alice is sitting with her sister outdoors when she spies a White Rabbit with a pocket watch. She follows the rabbit down a hole, which leads to Wonderland. She falls for a long time, and finds herself in a long hallway full of doors. There is also a key on a table, which unlocks a tiny door; through this door, she spies a beautiful garden. She longs to go in, but the door is too small.

CONFLICT

Man vs. Self, Man vs. Society
Will Alice ever be able to enter the beautiful garden?