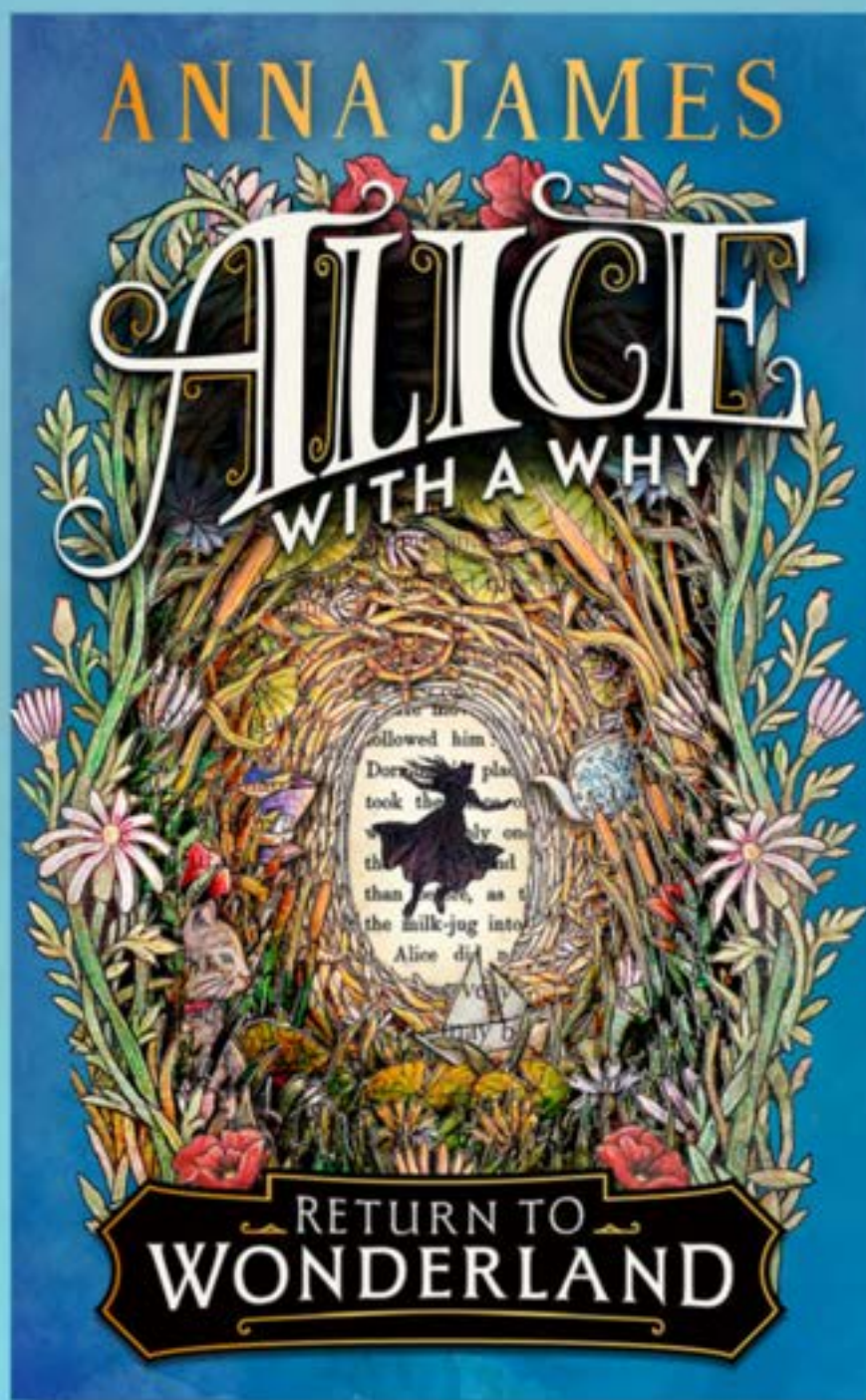




Classroom Activities

Introduction

England, 1919. Alyce – with a Y – lives with her grandmother, the original Alice, having lost her father during the Great War. When a mysterious invitation to a tea party hits her square in the face, Alyce realises her grandmother's strange stories of a place called Wonderland might have some truth to them after all.

But the land Alyce finds herself in feels different from the Wonderland of her grandmother's stories – for it is trapped in its own war. The Sun King and the Queen of the Moon are fighting over a stolen hour, and soon Alyce is tasked with setting it right. With the help of the Hatter, the Cheshire Cat and a Sailor Fox, Alyce will have to solve Wonderland's problems and, eventually, find her way back home.

Theme Exploration

1. Time and responsibility

Time is shown as something people can take, keep or share (timeline bell, stolen hour, the stopped clock).

Discussion prompts: What changes when day and night become unpredictable? Who should decide how time is used?

2. Grief, memory and belonging

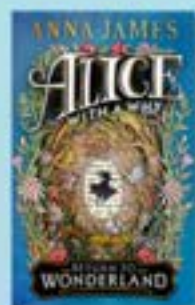
Alyce's feelings after losing her father and how memories, stories and everyday objects (paper boats, Rufus's portrait) keep people connected.

Discussion prompts: How do the stories Alyce's grandmother tells help Alyce? How can making things (boats, invitations) help someone feel better?

3. Rules and identity

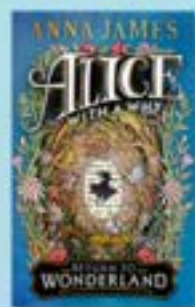
Checkpoints, papers and permits are everywhere. These rules can protect people, but they can also exclude or confuse.

Discussion prompts: When do rules help? When do they get in the way?



Comprehension Questions

1. Where does Alyce find the invitation and what is odd about it?
2. Why does Alyce go into Wonderland? What is she hoping to do or learn?
3. Name three ways the book shows the effects of war at home and in Wonderland.
4. What is the Time Being's job? Why are the Hatter and others looking for him?
5. How did the other creatures help Alyce on her journey? Name two helpers and what they did.
6. How do the Sun King and the Queen of the Moon explain their argument? What would you say to them if you were Alyce?
7. What happens to the stars during the war, and how do the characters react to their loss?
8. How does Alyce finally help to stop the fighting between the Sun King and the Queen?
9. Find one character in *Alice With a Why* who reminds you of a character from the original *Alice in Wonderland* (for example, the Hatter or the Caterpillar). Tell one thing that is the same about them and one thing that is different.
10. What part of Alyce's journey do you think will help her most when she goes home? Use two examples from the book to explain your answer.



11. What might Alyce's paper boat represent to her?
12. Why does Alyce keep explaining she is "Alyce with a Y"?
13. If you had to write the Duchess's moral for this tale, what would it be?
14. Which character surprised you most, and how did your opinion of them change?
15. How would the story be different if Alyce had never met the Fox?
16. Which character in the book would you like to meet and why?

Creative Writing

- Invitation repair

Recreate the damaged invitation so it makes sense. Who sent it? Who was it for? Write one or two lines of the invitation in a style that fits Wonderland.

- Alyce's diary

Write a short diary entry (about 6-8 sentences) for Alyce the night after she returns to Specula House. Include one thing she learned in Wonderland.

- Fox's note

The Fox becomes a constellation at the end. Write a short note from the Fox explaining why he chose to help Alyce and what he hopes she will remember.

- Character postcards

Write a postcard from one of the Wonderland characters (e.g., Caterpillar, Duchess) to Alyce. Use 3-4 sentences describing what they saw that day.

