



# Wonderland: Alice's Rock & Roll Adventure

Book and lyrics by Rachel Rockwell  
Music and lyrics by Michel Mahler  
Based on the classics by Lewis Carroll  
Best for Ages 5+  
June 21 - August 13, 2017



# JIBBER-JABBERWOCKY

*Focus on Language Arts*



In *Wonderland: Alice's Rock & Roll Adventure*, Alice must battle the fearsome Jabberwock, a character from the poem "Jabberwocky" by Lewis Carroll. The poem is full of nonsense words: words that have no meaning in English. But the context clues in the poem give us an idea about what the nonsense words mean. We also get some help from Tweedle Dee and Tweedle Dum, who define "brillig" (the time you begin broiling things for dinner), "slithy" (lithe and slimy), and "toves" (something like badgers, and also something like lizards). Read "Jabberwocky", found below, aloud with your family or friends. What are some of the other nonsense words that Lewis Carroll uses? What do you think they mean?

## JABBERWOCKY

Lewis Carroll

(from *Through the Looking-Glass and What Alice Found There*, 1872)

ˆTwas brillig, and the slithy toves  
Did gyre and gimble in the wabe:  
All mimsy were the borogoves,  
And the mome raths outgrabe.

"Beware the Jabberwock, my son!  
The jaws that bite, the claws that catch!  
Beware the Jubjub bird, and shun  
The frumious Bandersnatch!"

He took his vorpal sword in hand:  
Long time the manxome foe he sought --  
So rested he by the Tumtum tree,  
And stood awhile in thought.

And, as in uffish thought he stood,  
The Jabberwock, with eyes of flame,  
Came whiffling through the tulgey wood,  
And burbled as it came!

One, two! One, two! And through and through  
The vorpal blade went snicker-snack!  
He left it dead, and with its head  
He went galumphing back.

"And, has thou slain the Jabberwock?  
Come to my arms, my beamish boy!  
O frabjous day! Callooh! Callay!"  
He chortled in his joy.

ˆTwas brillig, and the slithy toves  
Did gyre and gimble in the wabe;  
All mimsy were the borogoves,  
And the mome raths outgrabe.

**(Continued on next page)**

## JIBBER-JABBERWOCKY (CONT.)

Now it's your turn to write some nonsense poetry of your own! With your family, write at least four nonsense words on scraps of paper. If you need help coming up with nonsense words, try combining two or more words to create a new one (i.e. stretchy + funny = frunchy). Put the paper in a hat or jar, and have each person draw four words at random. On your own, come up with a definition for each word, and use it in a sentence. See if you can create four sentences (one for each word) that fit together to make a short poem!

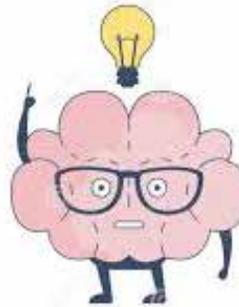
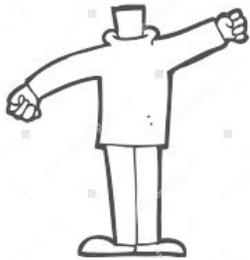
Share your poems out loud. Can you use context clues to guess the meanings of each other's nonsense words?

### Extension Activity: WALK & TALK JABBERWOCK *Focus on Theatre Arts*

Choose a short poem that you, a friend, or family member created from the activity above. Using your Actor's Tools of Body, Voice, Mind, and Imagination you will bring each line to life! Read the poem aloud and then, with your family and friends, create a tableau, or frozen "stage picture" for each line. You can use as many people (actors) in each tableau as you would like and one person can be the narrator. Each line should have one tableau. Have the narrator read the poem aloud while the actors move into and then freeze in their pose for each line.

Next, see if there are any sounds you can make for the lines or nonsense words. The narrator can read the poem aloud again, while the actors make the sounds for each line while they move into each tableau.

You've just created your own short performance piece!



## MARVELOUS MOBILES

*Focus on Visual Arts*

On her journey through Wonderland, Alice encounters several characters who give her advice (though some of it is more useful than the rest). Each and every character that Alice meets shapes her view of the world and gives her food for thought. Think back on the people and animals in Wonderland. Which characters do you think had the greatest impact on Alice?

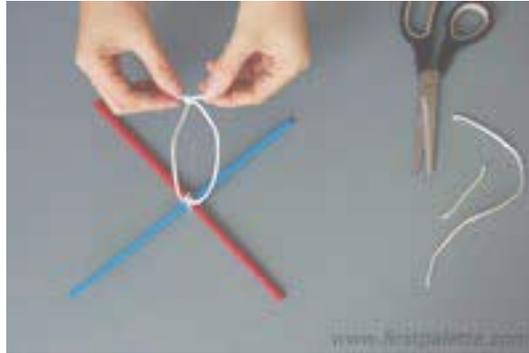
In this activity, you will create a mobile of characters who influenced and affected Alice. You will need:

- Two wooden dowels or chopsticks
- Paint, markers, or crayons
- Cardstock or other thick paper
- Yarn or twine
- Beads
- Hot glue

**(Continued on next page)**

## MARVELOUS MOBILES (CONT.)

To begin, paint or decorate your wooden dowels. Ask a grown-up for help gluing them at perpendicular angles. When the dowels have dried, tie a loop of string around the intersection in order to create a handle. Set this aside for the time being.



Next, create a representation of five characters Alice encounters, using the art supplies of your choice. What colors do you associate with each character? What shapes? What instruments or musical styles? As you create your artwork, you can choose to represent each character *literally* (by creating, for instance, a representation of their costume) or *abstractly* (by creating shapes, colors, or symbols that remind you of the character).

When you're done, cut each picture out and have a grown-up help you punch a hole at the top. Cut five pieces of string at various lengths (12-18 inches). Tie a string to each drawing, and add beads to the string to weight it down.

Tie the other ends of the string loosely to the dowels. Hang your mobile up to make sure that it balances and spins properly. Adjust the strings as needed (either by sliding them closer or farther from the center, or by shortening or lengthening the strings) and then tie them tightly so they don't shift.

You've just made a mobile!



### Extension Activity:

Who in your life has impacted you on your hero's journey? Reflect on your life so far. What are the major events that you remember? How have you changed throughout the years since you were born? Think about the people who have been most important to you throughout your life so far, and create a character mobile based around the people who have shaped you.

# FAMILY GAME NIGHT

## Focus on Math



In her journey through Wonderland, Alice meets some playing cards that work for the Queen of Hearts. Real playing cards may not have the personalities of the Queen of Hearts or playing cards in the story but they can still be fun and practical! With just a regular deck of playing cards, you can practice your arithmetic while having fun as a family!

### Memory Math

For this game, all face cards have a value of 10. Aces have a value of 1.

Spread the cards out in rows, face down. Decide on a number from 1-10 that you are playing for, such as 7.

Now, take turns flipping over two cards at a time. If you can add the cards up to reach the number that you're playing for (i.e.  $5+2=7$ ), or if you can subtract one value from the other to reach the desired outcome (i.e.  $Q-3=7$ ), then you get to keep the pair. If the cards do not equal the desired sum or difference, flip them back over. Pay close attention during each player's turn, so that you can remember the location of the cards you might need in the future.

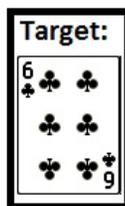
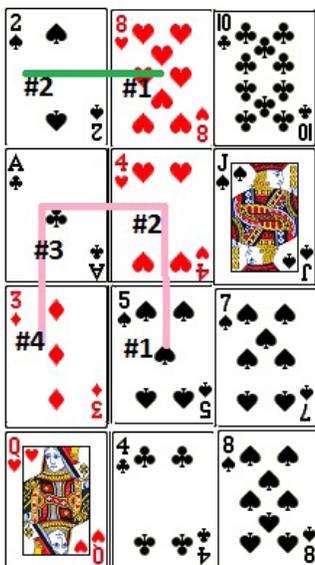
The game is over when you can't make any more winning pairs. The player with the most cards at the end of the game wins!

### Fun with Functions

For this game, all face cards have a value of 10. Aces have a value of 1.

Spread 12 cards out, face up, in four rows of three cards. Draw one card from the top of the deck to decide your target and set it aside. Now, use any function (addition, subtraction, multiplication, or division) to combine card values in order to reach your target. You can only connect cards that are next to each other.

You get to keep every card you use, so see how many steps you can involve! When claiming your cards, state your mathematical sentence aloud. Older students who have learned about the order of operations should be encouraged to include parentheses as they state their sentences aloud.



**Sample solutions:**  
Example: 8 of hearts  
minus 2 of spades = 6  
Example: (5 of clubs  
minus 4 of hearts plus 1  
of clubs) times 3 of  
diamonds = 6

Once cards have been claimed, fill in the holes with new cards from the deck. If you can't come up with an equation during your turn, you can pass. If no one can come up with a successful equation, shuffle the deck and spread out 12 new cards. At the end of the game, the player who has collected the most cards wins.

(Continued on next page)

## FAMILY GAME NIGHT (CONT.)

### Fraction War

For this game, all face cards have a value of 10. Aces have a value of 1.

This game is just like War, but with the added opportunity to practice your fractions (both proper and improper)!

Divide the deck evenly between two players. Each player flips over two cards. The first card is the numerator of the fraction, and the second is the denominator. The player with the larger fraction wins all four cards, and adds them to the bottom of their deck.

If the fractions are equivalent, each player should place two cards face down, and then flip over two more cards to create a new fraction. The player with the higher fraction wins both piles (12 cards total).

The game ends when one player concedes, or when one player has won the whole deck.

## MUSICAL MEMBRANES

### *Focus on Science*

*Wonderland: Alice's Rock & Roll Adventure* is a show driven by music. Each of the characters we meet expresses themselves through rhythm and melody. When Alice defeats the Jabberwock at the end of the show, she does so by playing music! Do you remember which instruments each character played? Was their music high or low? Fast or slow?

Music is created when sounds of varying pitches are combined, rhythmically, to make melody. But did you ever stop to think about why sounds have pitch?

Sound occurs when a vibrating object vibrates the air around it, creating changes in pressure that vibrate our eardrums. Our brains interpret these vibrations as sound. The more often the vibrations occur within a time frame (such as a second), the higher the frequency. Objects that vibrate at a higher frequency have a higher pitch.

This might sound confusing, but it's actually simple to observe! In this activity, you will create your own instrument – a membranophone – using simple household objects.

You will need:

- A disposable plastic water bottle
- A latex or vinyl glove
- A drinking straw
- A piece of thick paper or cardstock
- A rubber band
- A hole punch
- Scissors



**(Continued on next page)**

## MUSICAL MEMBRANE (CONT.)

Ask an adult for help cutting the water bottle in half. You'll want to make sure to cut in a straight, even line around the water bottle. Recycle the bottom half of the water bottle. Next, use a hole punch to punch a hole as far away from the cut edge of the water bottle as possible.



To create the membrane that gives the membranophone its name, cut the fingers and thumbs off the glove. Next, cut the glove open to form a rectangle. Stretch the rectangle over the cut end of the water bottle, and then secure it by wrapping the rubber band around the bottle opening several times. Make sure that the membrane doesn't cover the hole you punched!

Tightly roll your paper to create a tube. The tube should be narrow enough to fit through the neck of the bottle. Insert the tube until the end just touches the membrane, and then release it so that it expands and fits snugly.



Lastly, insert the drinking straw through the hole you punched. When you blow through the straw, your breath increases the pressure in the bottle, causing the membrane to rise. When this happens, the air is forced down the paper tube, and the membrane returns to its original position. As you continue to blow air through the straw, the membrane will vibrate quickly, which will cause sound!

Can you work out how to change the pitch of the membranophone? Try the following steps and see what you discover:

- Change the length of the paper tube by cutting it in half. Do you think a shorter tube will produce a higher or lower pitch? Why?
- Change the tension of the membrane by pressing against the cut edge of the bottle as you blow through the straw. Pushing against the membrane will create more slack. Do you think more slack will produce a higher or lower pitch? Why?
- Wind and brass musicians create different sounds through embouchure – how they shape their lips against the mouthpiece of their instrument. See if you can change the embouchure of your mouth. Try buzzing your lips against the straw, playing through pursed lips, and wrapping your lips around your teeth. How does the sound produced by the membranophone change?

## DEAR ME

### *Focus on Language Arts/Health*

*Wonderland: Alice's Rock & Roll Adventure* is a story in which Alice conquers her insecurities and emerges stronger and more self-assured and confident. Do you relate to Alice? What character traits do you have in common with her? Do you share any of the same worries? Uncertainty can open us up to new adventures, which is an important part of growing up and learning to understand ourselves.

In this activity, you will write a letter to your future self, seal the letter up, and open it in a year. Start by describing what your life is like right now. How do you feel about your school? Who are your closest friends? What do you like about yourself? You can include as many details as you want. Next, write about the year ahead of you. What do you think will happen to you over the coming year? What are you excited about? What are you worried about? What are some goals that you hope to accomplish? Finish your letter by asking your future self some questions about who they are. Seal your letter in an envelope, and on the outside write:

Sealed: [Today's Date]

To Be Opened: [A Year From Today]

In a year's time, you'll be able to reflect back on how you've grown and changed!

Grown-ups, you can do this activity with your children. Or instead of writing a letter to your future self, you might consider writing a letter to your past self. What do you wish you'd known when you were the same age as your children? What advice would you give yourself? You can share your letter with your child now, or wait until they open their letter in a year's time.

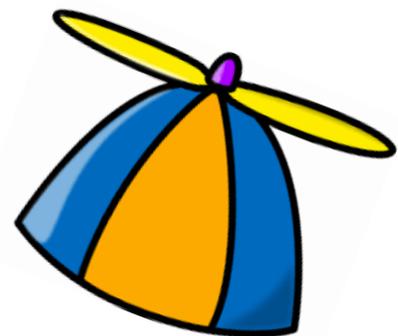
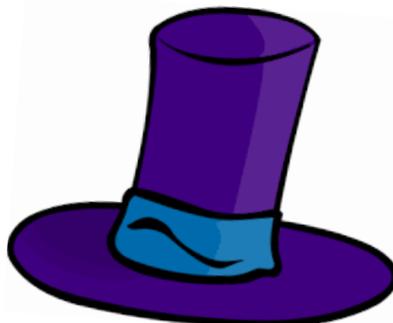
## HATS OFF TO YOU!

### *Focus on Cooking*

The Mad Hatter is known for his fabulous hats. Now, you can make your own top hats... in the form of delicious cookies! These cookies are just right for a tea party or for eating at home with your family and friends.

For this recipe, you will need:

- 6 sandwich cookies
- 8 oz. of semi-sweet chocolate
- 2 tablespoons shortening
- 12 large marshmallows
- Sprinkles, mini M&Ms, licorice, or anything else you would like to use as decoration!



**(Continued on next page)**

## HATS OFF TO YOU! (CONT.)

### *Focus on Cooking*

Open the sandwich cookies and scrape out the frosting. Lay the cookies out on wax paper.  
(Child or Together)



Melt the chocolate and shortening in a microwave-safe bowl, in 30 second intervals. (Adult)

Stir until the chocolate and shortening melt together. Be careful not to burn your chocolate! (Together)

Dip each marshmallow in the melted chocolate, and then place the marshmallow on top of a cookie. Then cover each cookie/marshmallow with melted chocolate. You can use a spoon, or carefully dip each hat into the chocolate. (Together)

Decorate your marshmallow hats with sprinkles and candy! If the chocolate on your hats sets, you can use a toothpick to add a little more melted chocolate as "glue." (Child)

When you finish, let your hats set for a few minutes before you eat them!

## ROCK N' RESEARCH

### *Focus on Social Studies*

*Wonderland: Alice's Rock and Roll Adventure* is driven by Rock and Roll music. Rock and Roll typically includes a heavy, steady beat, with simple melodies. Rock and Roll can also include a variety of instruments, from electric guitar to saxophone, or even flute (in the case of the band Jethro Tull). Rock and Roll evolved from jazz, blues, gospel, and country music, and it can sound like any of those styles. So Rock songs can sound very different while still being part of the same genre. In the show, varying styles of Rock and Roll are used to give each character a different way of expressing themselves through music.

In this activity, you will explore the variety of Rock and Roll and how the genre has evolved throughout history! Start by interviewing your parents and siblings (and any other family members you want). You can even include your pets! Find out what year each of them was born, and create a timeline of birthdates. If you want, you can also include other significant years, such as the year each family member started school, or the year your parents got married.

Next, find one famous Rock song for each year. Ask a grown-up for help searching the Internet and with making a mix CD or playlist!

When you listen to the songs on your CD or playlist, can you hear how Rock has changed through the years? Discuss with your family how the rhythm and melodies change across songs. Now, consider the lyrics of the songs. Do the themes in the songs change over the decades?

## GARDEN OUTING

### *Focus on Science*

The Queen of Hearts has a garden filled with roses. In order to keep the Queen happy, the playing cards paint all the white roses red. But in reality, plants and flowers come in every color, shape, and size, and each plant has unique beauty.

Take a trip with your family to the Botanic Garden. Use the scavenger hunt worksheet on page 11 to focus your exploration!



## BOTANIC GARDEN SCAVENGER HUNT

<p>Find: A tree with a compound leaf</p> <div style="text-align: center;">  </div> <p>Type of tree: _____</p>	<p>Find: A tree with a simple leaf</p> <div style="text-align: center;">  </div> <p>Type of tree: _____</p>
<p>A monocot flower has 3, 6, or 9 petals. Draw a picture of a monocot flower you find.</p>    	<p>A dicot flower's petals come in multiples of 4 or 5. Draw a picture of a dicot flower you find.</p>    
<p>Draw a picture of a red flower you find that is NOT a rose.</p>    <p>Type of flower: _____</p>	<p>Draw a picture of a white flower you find that is NOT a rose.</p>    <p>Type of flower: _____</p>
<p>What do roots get from the ground?</p> <p>Your answer:</p> <p>_____</p> <p>_____.</p>	<p>Why do trees lose their leaves in the winter?</p> <p>Your answer:</p> <p>_____</p> <p>_____.</p>
<p>Some flowers eat bugs. True or false?</p>    	<p>What can the rings of the tree tell us?</p> <p>Your answer:</p> <p>_____</p> <p>_____.</p>