

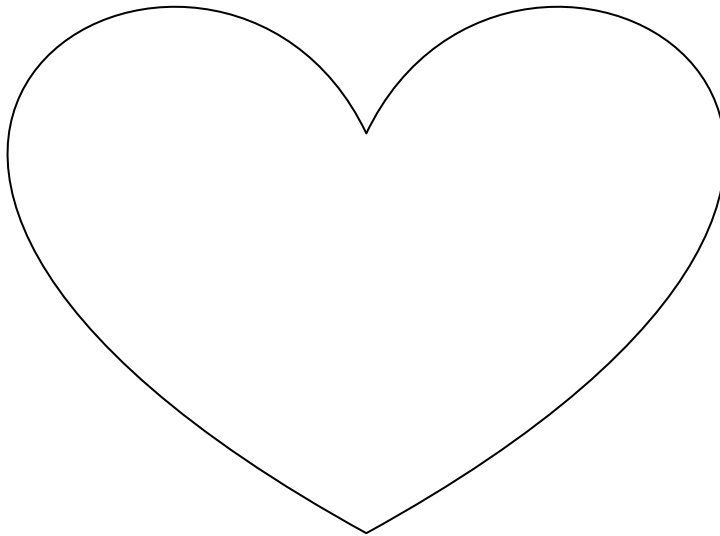
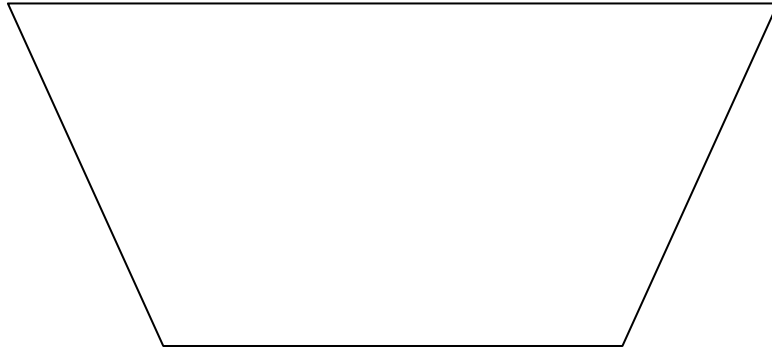
POSTER

Create a poster to advertise "ALICE - THE MUSICAL". Use your imagination and creativity to represent Alice's adventure in Wonderland. Choose a catchy phrase to attract the audience.

CHARACTERS

Associate the words in the box below with the characters of the musical.





WAISTCOAT – SIZE – JURY – PHILOSOPHER – WHISKERS –
LATE – NO ROOM! – MAJESTY – GLOVES – TO FOLLOW –
HATTER – TO PAINT – TEAPOT – WHIMSICAL – HARE –
TO DISAPPEAR – TO SIP – COCOON – KEEP IT COOL –
TRIAL – RIDDLE – CROQUET – TO SHRINK – TARTS –
SAVAGE – TO GRIN – TO POUR – RABBIT – CHESHIRE

WORD SEARCH

Find the following words in the grid. They are characters of the musical.

Words are hidden ➡, ↓ and ↘.

ALICE
CATERPILLAR
CHESHIRE CAT
COOK
DOORMOUSE
DUCHESS

FISH FOOTMAN
FROG FOOTMAN
KING OF HEARTS
MADHATTER
MARCH HARE
MOCK TURTLE

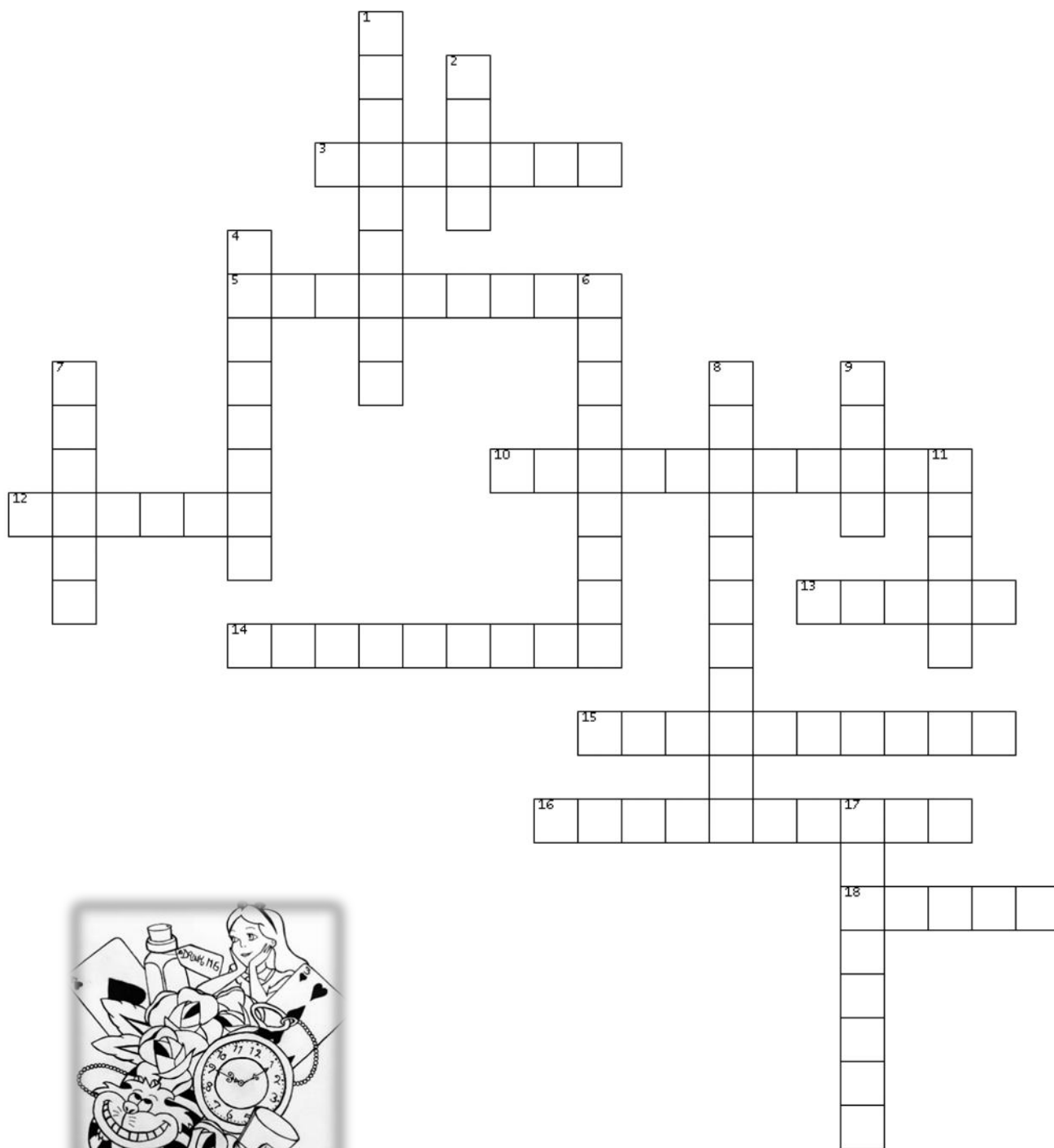
QUEEN OF HEARTS
TWEEDLEDEE
TWEEDLEDUM
WHITE RABBIT



E	F	R	E	C	H	E	S	H	I	R	E	C	A	T	W	W	B
C	O	O	K	Q	M	A	D	H	A	T	T	E	R	D	M	H	T
V	L	O	E	W	D	N	D	U	C	H	E	S	S	D	O	I	W
Y	D	O	O	R	M	O	U	S	E	A	L	I	C	E	C	T	E
W	F	I	S	H	F	O	O	T	M	A	N	X	C	E	K	E	E
Q	U	E	E	N	O	F	H	E	A	R	T	S	O	D	T	R	D
G	R	E	Y	C	A	T	E	R	P	I	L	L	A	R	U	A	L
W	Y	J	C	F	R	O	G	F	O	O	T	M	A	N	R	B	E
T	P	A	F	R	M	A	R	C	H	H	A	R	E	Q	T	B	D
M	Q	M	Z	U	F	I	L	S	X	H	T	P	Z	W	L	I	E
R	B	K	I	N	G	O	F	H	E	A	R	T	S	N	E	T	E
G	N	O	T	W	E	E	D	L	E	D	U	M	N	G	A	V	G

CROSSWORD PUZZLE

Complete the crossword puzzle below following the indication of the clues across and down.



ACROSS:

3. A person who gives testimony, as in a court of law.
5. To scold loudly.
10. Causing anxiety.
12. A problem or puzzle to be solved or guessed.
13. You need it to paint.
14. To laugh in a quiet manner.
15. Tweedledee's twin.
16. Dissatisfied.
18. The Duchess says there's one of these in everything.

DOWN:

1. To relax.
2. An indirect suggestion.
4. Showing sudden shock or alarm.
6. An optical instrument designed to make distant objects appear nearer.
7. The opposite of rude.
8. A difficult situation.
9. A sudden idea to do something without a good reason.
11. Lawn.
17. To talk indistinctly.

ALICE’S ADVENTURE

Read the summary of “ALICE - THE MUSICAL”. Choose the right words from the following grid and put it in the correct place.

PLAN	HAS STOLEN	IS	DESCRIBES	INVITES
GOES	SITTING	TALKING	CUT OFF	READING
FINDS	IS INTERRUPTED	HAD LEFT	ADMIT	DRINKS
WAKES UP	SHRINKS	RUNS	GROW	GRINS
THROWS	IS STANDING			



A young girl named Alice , **1)**..... bored with her sister, she suddenly spots a White Rabbit with a pocket watch and waistcoat lamenting that he **2)**..... late. The surprised Alice follows him down a rabbit hole. Inside a room with a table, she **3)**..... a key to a tiny door. As she ponders how to fit through the door, she discovers a bottle **4)**..... "Drink me". Alice hesitantly **5)**..... a portion of the bottle's contents, and to her astonishment, she **6)**..... enough to enter the door.

However, she **7)**..... the key upon the table and is unable to reach it. She discovers and eats a cake reading “Eat me”, which causes her to **8)**..... to a tremendous size. Alice keeps up the White Rabbit’s gloves, the door’s key and drinks from the bottle twice, which causes her to shrink once more. She **9)**..... through the door and meets a Caterpillar. During the Caterpillar's questioning, Alice begins to **10)**.....to her current identity crisis, due to her frequent change of size. Before to leave, the Caterpillar tells her that a bite of one side of the mushroom will make her larger, while a bite from the other side will make her smaller. She chooses one side and slowly grows back to her normal size.

Alice meets the twin brother Tweddledee e Tweedledum, that are happily in disagree each other. They **11)**..... a battle and they left Alice alone without telling her where to go. Then Alice **12)**..... into the Frog Footman, who introduce her into the Duchess’house. Here she meets a cook, who **13)**..... pots and pan around, the Duchess who find a strange moral in everything around her, the Duchess's baby, transformed into a piglet, and a Cheshire Cat, who always

14)..... and he directs Alice toward the Hatter and March Hare before disappearing.

Alice finds the Hatter, March Hare, and a sleepy Doormouse in the midst of an absurd tea party. The Mad Hatter explains that it is always 6 pm (tea time), claiming that time 15)..... still as punishment for the Hatter trying to "kill it". The tea party 16)..... by The Queen of Hearts, who 17)..... Alice to play croquet, ordering, every time things don't go as she says, to 18)..... someone's head.

Alice then meets a Gryphon and a Mock Turtle, who 19)..... his education in such subjects as Ambition, Distraction, Uglification, and Derision. While 20)..... to them, she finds herself in the middle of a trial: someone 21)..... the Queen's tarts! Everyone is heard as witness of the Crime, but when it's Alice turn... she 22)..... from her dream and finds herself at home.



VOCABULARY

Can you find the Italian equivalent?

VERBS

TO NIP OUT

Immergere

TO DAWDLE

Litigare

TO SPILL

Sgraffignare

TO STARE

Controllare

TO ARGUE

Covare

TO SNEAZE

Gridare

TO SWAT

Intervenire

TO HATCH

Sollevarre

TO HOIST

Sfogare

TO DIP

Uscire

TO GULP DOWN

Starnutare

TO CALL OUT

Gingillarsi

TO DRIFT

Fissare

TO VENT

Far cadere

TO SWIPE

Andare alla deriva

TO HOLLER

Colpire

ADJECTIVES

BREEZY

Irregolare

WRETCHED

Rovinato

SPOILT

Disinvolto

IRREGULAR

Grandioso

GRAND

Miserabile

NOUNS

BRITCHES

Carie

WINK

Carrello

STACK

Oca

GOOSE

Rotolo di pergamena

CRUMB

Sonaglio

CART

Cancelliere

CHARGE

Pantaloncini

CLERK

Pila

DECAY

Accusa

RATTLE

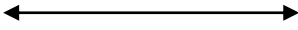
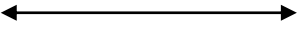
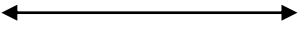
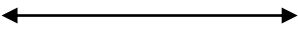


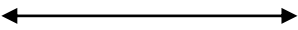

Occhilino

SCROLL

Briciola

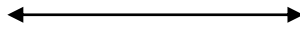
MAKE A CHOICE

Here there are some English phrases and sayings taken from the musical and two options for Italian translation. Choose the correct translation.

1. To be just in the way
- A. Essere sulla retta via  B. Essere solo d'intralcio
2. It's all the way up there
- A. È da questa parte  B. È troppo in alto
3. I hardly know
- A. Lo so a malapena  B. È difficile da sapere
4. Keep it cool
- A. Mantienilo caldo  B. Stai calma
5. When the pushing's hard
- A. Quando il gioco si fa duro  B. Quando il pugno è forte
6. How thoughtless of you
- A. Scortese da parte tua  B. Che pensieri hai
7. To keep score
- A. Prendere punti  B. Tenere il punteggio
8. To not abide
- A. non riuscire  B. Non sopportare

9. To keep time

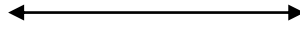
A. Tenere il tempo



B. Prendere tempo

10. To flock together

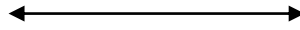
A. Mettersi insieme



B. Radunarsi

11. Off with his head!

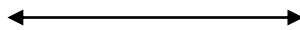
A. Tagliategli la testa!



B. Gli è caduta la testa!

12. Is that the time?

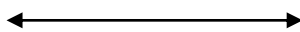
A. È giunta l'ora?



B. È così tardi

13. All the while

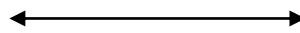
A. Tutto il tempo



B. Tutti insieme

14. To breathe a sigh

A. Tirare un sospiro



B. Respirare con il singhiozzo

15. The court is in session

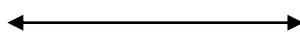
A. La sessione è iniziata



B. La corte è riunita

16. To take the stand

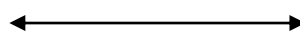
A. Prendere posizione



B. Andare al banco dei testimoni

17. Give your evidence

A. Fai la tua deposizione



B. Prova

QUESTIONNAIRE

Answer the questions!

1. Which animal does Alice follow into the Wonderland?

- A. A doormouse
- B. A cat
- C. A rabbit

2. How does Alice get into the Wonderland?

- A. She jumps into a river
- B. She falls down a hole
- C. Through the mirror

3. Why did Alice decide to drink the liquid in the bottle?

.....
.....

4. What happened to Alice after she finished drinking?

.....
.....

5. Who did the White Rabbit mistake Alice for?

- A. Laura
- B. Annie
- C. Mary Ann

6. What is the Alice's duty in Wonderland?

- A. To paint the sky
- B. To play croquet
- C. To meet new friends

7. What does the Caterpillar keep asking Alice?

- A. Where are you from?
- B. Who are you?
- C. How old are you?

8. Why did Alice eat a piece of the huge mushroom?

.....
.....

9. Why do Tweedledee and Tweedledum seem like two wax-works to Alice?

.....
.....

10. What did Alice see when she walked into the Duchess' House?

.....
.....

11. Where did Alice meet the Cheshire Cat? And what is his peculiarity?

.....
.....

12. Which of the following characters don't attend the tea party with Alice?

- A. March Hare
- B. Doormouse
- C. Caterpillar

13. Why is always the "tea time" for the Mad Hatter?

.....
.....

14. What is the favourite game of the Queen of Hearts?

- A. Croquet
- B. Golf
- C. Football

15. Why does the Queen of Hearts organise the trial?

.....
.....

COMPOSITION 1

Alice's adventures are nothing more than a dream, but a dream that helps her to grow up, a dream that helps her to believe in herself and to overcome all the problems that arise in her path.

Have you ever had a dream, maybe strange, maybe full of nonsense, like Alice's one, but after which you had a new vision of things, a new awareness of yourself? Tell about it and explain how it helped you.

COMPOSITION 2

What is your favourite part of Alice's adventure? Why?