

# LESSON PLAN 4

## Alice's Adventures in Wonderland



### Creating a mind map

Designed for use after reading *Alice's Adventures in Wonderland*, this lesson plan encourages peer-teaching vocabulary and collaboration via group work. The activities can be spread out over one or two lessons, and involve creating a mind map and playing a class game.

You will need the following materials:

- Four packs of [Alice's Adventures in Wonderland cards](#), which you can download from the Macmillan Readers website
- Copies of the Macmillan English Explorer *Alice's Adventures in Wonderland* (for reference)
- A3 / large sheets of paper
- Coloured pens

#### Before class

Prepare one of the packs before the lesson, so that you have the same number of cards as students, and an approximately equal number of hearts ♥, diamonds ♦, clubs ♣ and spades ♠. Put the remaining cards from the pack aside, with the other three packs.

#### Preparing the class

Shuffle the prepared pack of cards and deal them out so that each student has a card.

Ask students to get into four groups – the hearts, the diamonds, the clubs and the spades, using the card they have been dealt to decide which group they are in.

Tell students they are going to work in their groups to create a mind map poster. Each group can use one sheet of A3 paper to make a first draft of their poster, then a second sheet to make their final poster using coloured pens.

#### Activity 1: Creating a mind map

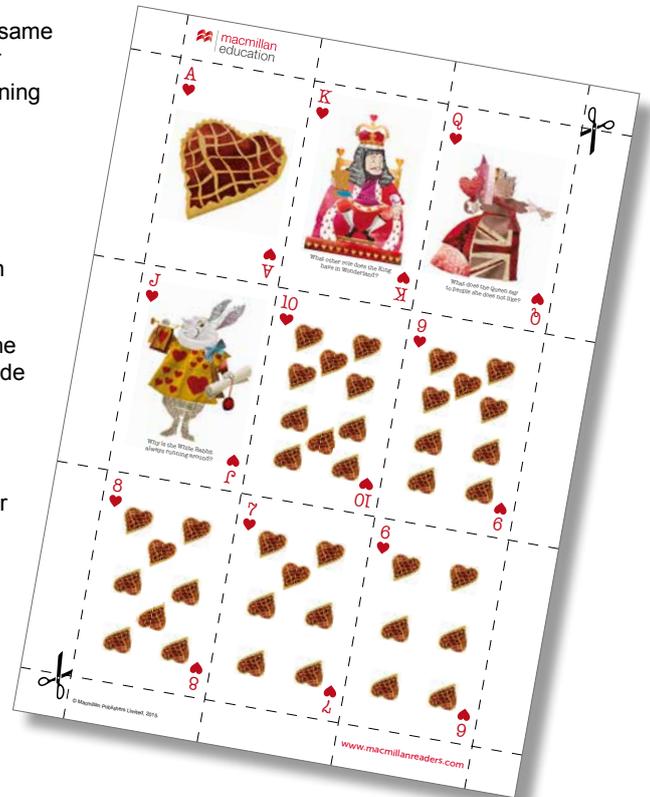
In the middle of the first sheet of paper, each group should write their topic words:

- ▶ **hearts** – royalty
- ▶ **diamonds** – tea party
- ▶ **clubs** – sports and outdoor games
- ▶ **spades** – animals and nature

Tell students to work in groups and look through the story to find as many words related to their topic as possible. They may choose to look through a chapter or two each (there are ten chapters). They should then organise their words around the words in the centre in categories.

Suggested categories and words:

- ▶ **hearts** – men (King); women (Queen, Duchess); places (court) etc.
- ▶ **diamonds** – objects (teapot, saucer, cup); drinks (tea, milk); food (biscuit) etc.
- ▶ **clubs** – outdoor games (croquet); sports (swimming, race); other (hoops) etc.
- ▶ **spades** – animals (rabbit, mouse, hedgehog); birds (dodo, raven); insects (caterpillar); plants (rose, tree) etc.



Teacher's notes

150 years of Alice

A Wonderland of Reading

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When they have finished, ask them to add more words to their mind maps, so that there are at least twenty words on their posters.

For example:

- ▶ **hearts** – princess, castle, palace, crown, kingdom ...
- ▶ **diamonds** – spoon, tablecloth, muffin, guest, napkin ...
- ▶ **clubs** – cricket, rugby, medals, champion, trainers ...
- ▶ **spades** – eagle, bush, bear, seagull, butterfly ...

Check their spelling then ask groups to make a poster of their mind maps, using coloured pens to illustrate their poster to show the meaning of some of their words.

### Activity 2: Checking for understanding

Put the four posters on the wall. Ask students to move around the room, looking at the four posters. Ask them if they know the meaning of all the words on each poster. They should teach each other, where necessary.

### Activity 3: Playing a game

#### Setting up

Tell the class to sit in their groups, with each group in a circle. Give each group a pack of cards. Show them how to shuffle the cards and then ask them to put their shuffled cards in a pile facing downwards, in the middle of their group.

#### Playing the game

Students take it in turns to pick up a card, without showing it to the others in their group. If they pick up a heart, they choose a word from the royalty poster; if they pick up a diamond, they choose from the tea party poster; if they pick up a club, they choose from the sports poster and if they pick up a spade, they choose from the animals and nature poster.

The student should mime or draw their chosen word for others to guess. They give their card to the student who guesses the word correctly. At the end of the game, the winner is the student with the most cards!