**TABELLA RIASSUNTIVA** (Allegato 3)

**“Alice’s Adventures in Wonderland” (1865)**

**author · Lewis Carroll**

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| **full title ·**  **“Alice’s Adventures in Wonderland**”  **genre** | Possible meanings of the title    The story is about a girl called Alice  She lives various adventures in a place far from her real world  The book is an adventure book or a novel for children  Probably Wonderland is an amazing world because “wonder” means something beautiful and surprising  **Fairy tale; children’s fiction; nonsense literature, fantastic novel** |
| **Story and plot** | The story begins with Alice who is sitting with her sister outdoors when she spies a White Rabbit with a pocket watch. Fascinated by the sight, she follows the rabbit down the hole. She finds herself in a strange, amazing world , whose inhabitants are speaking animals, a Mad Hatter, a Duchess, a Queen, a Knave. All these strange creatures behave in an irrational way and lead Alice through a series of fantastic adventures. She eats and drinks mysterious potions and cakes and becomes sometimes very tiny, sometimes a giant.  The Queen invites Alice to play croquet, which is a very difficult game in Wonderland. The game is interrupted by the appearance of the Cheshire cat, whom the King of Hearts immediately dislikes. The Queen takes Alice to the Gryphon, who in turn takes Alice to the Mock Turtle.  Gryphon drags Alice off to see the trial of the Knave of Hearts. The Knave of Hearts has been accused of stealing the tarts of the Queen of Hearts, but the evidence against him is very bad. Alice is appalled by the ridiculous proceedings. She also begins to grow larger. She is soon called to the witness stand; by this time she has grown to giant size. She refuses to be intimidated by the bad logic of the court and the bluster of the King and Queen of Hearts.  Suddenly, the cards all rise up and attack her, at which point she wakes up.  At the end, her adventures in Wonderland have all been a fantastic dream. |
| **Characters** | Heroine: Alice  Other characters: Alice’s sister  The White Rabbit -  The Queen of Hearts -  The King of Hearts - .  The Cheshire Cat -  The Duchess The Caterpillar  The Mad Hatter -  The March Hare -   The Dormouse  The Gryphon -   The Mock Turtle .  The Knave of Hearts -   The Mouse -   The Dodo .  The Duck, the Lory, and the Eaglet -   The Cook -   The Pigeon -   Two, Five, and Seven -   Bill -   The Frog-Footman - |
| **Setting** | **Time of the year:** Spring or summer  **Place:**  Real world: England, 1862–1863, Victorian period  Wonderland: a world dominated by the inversion of the natural order and nonsensical rules. Madness is the main aspect of its inhabitants. It is an irrational place.  **Space:** vague, distorted, dream-like |
| **Narrator** | Omniscient who does not use many words to describe events in the story.  **point of view** · The narrator speaks in third person, though occasionally in first and second person. The narrative follows Alice around on her travels, voicing her thoughts and feelings. |
| **Climax** | Alice gains control over her size and enters the garden, where she participates in the trial of the Knave of Hearts. |
| **Language ⃰and style** | Puns/wordplays (giochi di parole)( that cause some difficulty in translation), proverbs, nursery rhymes  Linguistic nonsense  Logic nonsense (nonsense use of logical words and phrases)  Paradoxes(a statement which is apparently contradictory)  Subtleties of typography ( spacing, inks, italics, margins and bindings)  Distorted use of language  Surrealistic, absurd kind of language  Use of syllogisms and also false syllogisms (see chap. VII, “A mad tea party”)  Figures of speech (figure retoriche):Hyperboles(exaggerations)  **⃰Language** Carroll plays with linguistic conventions in *Alice’s Adventures in Wonderland*, making use of puns and playing on multiple meanings of words throughout the text. Carroll invents words and expressions and develops new meanings for words. Alice’s exclamation “Curious and curiouser!” suggests that both her surroundings and the language she uses to describe them expand beyond expectation and convention. Anything is possible in Wonderland, and Carroll’s manipulation of language reflects this sense of unlimited possibility. |
|  | **tense** · Past  **tone** · Straightforward, direct. |
| **Themes** | *(Themes are the fundamental and often universal ideas explored in a literary work.)*  The tragic and inevitable loss of childhood innocence;  Life as a meaningless puzzle;  Death as a constant and underlying menace |
| **Motifs** | *(Motifs are recurring structures, contrasts, or literary devices that can help to develop and inform the text’s major themes.)*  Dream;  subversion;  language;  “curious” ,“nonsense,” and “confusing” |
| **Symbols** | *(Symbols are objects, characters, figures, or colors used to represent abstract ideas or concepts)*  The garden;  The mushroom |

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