

What's The Big Idea?

Big Idea Organiser

Book Study: Alice Adventures in Wonderland

Guiding Purpose - To host a Mad Hatter's tea party.



Year 3 Autumn 1

Guiding Purpose Key Information:

The Guiding Purpose for this Big Idea is 'to host a Mad Hatter's tea party', which will take place at **2:45pm** on **Tuesday 15th October**.

We would be delighted for a family member per child to attend the tea party to enjoy culinary delights made by the children during their Design & Technology lessons.

The children are invited to dress up as a character, from Alice in Wonderland, for the day to later attend the tea party.

Learning Journey Questions:

- ★ Who wrote and illustrated Alice's Adventures in Wonderland?
- ★ When was the book written?
- ★ Who was at the Mad Hatter's tea party?
- ★ Who will be at our tea party?
- ★ Can we dress up for our tea party?
- ★ Can we make the food to be eaten at our tea party?
- ★ Why did the Mad Hatter's watch tell the year but not the time?
- ★ How are fireworks made?
- ★ Why does the Queen of Hearts have servants?
- ★ Can roses really be painted?
- ★ What is croquet and how do you play?
- ★ Where does the phrase 'mad as a hatter' come from?
- ★ When and where will the tea party take place?



The illustrated pages of Chapter 1 of Alice's Adventures in Wonderland and Through the Looking-Glass by Minalima.

English Key Information:

This half-term, children will be writing a persuasive letter and a shape poem.

The persuasive letters will contain *exciting* details about a Mad Hatter's tea party that the children in Year 3 will be hosting, as their *Guiding Purpose*. Fingers crossed they manage to persuade their chosen guests!

Draw the character, that you will be dressing up as, who will be attending the Mad Hatter's tea party:

Key Vocab:

- ★ flowering plant
- ★ savoury
- ★ sweet
- ★ curious
- ★ croquet
- ★ author
- ★ illustrator

Optional homelearning activities-

Week 1/2: Redesign the front cover of Alice's Adventures in Wonderland.

Week 3: Design a scone (flavour of your choice!) that you'd like to make and to be served at the tea party. Remember, don't forget to label your finished drawing with lots of detail!

Week 4: Draw some roses and paint them red - just like the Queen of Hearts!

Week 5: Find a pack of playing cards and familiarise yourself with what's in there. How many cards are in a full pack? What are the names of all of the suits?

Week 6: Make some 'eat me' iced biscuits to enjoy either at home or in school. If they are nut-free and you'd like them to be eaten at the tea party, then you're more than welcome to bring them in to tempt the tea party guests on Tuesday 15th October.

Week 7/8: Write a review, from a food critics perspective, on the Mad Hatter's tea party.

- What was your most enjoyable part of the tea party?
- Would you dine at the Mad Hatter's tea party?
- If you were to make suggestions, what would you change?

