

Chapter-1:-

Carroll blurs the boundaries between being awake and being asleep.

↳ becomes difficult to tell where reality ends and dreaming begins.

① Beginning of the Chapter - Alice enjoys a drowsy winter nap near the fire place.

Alice dozes off in this position, and her step through the mirror happens in her dream.

② Alice is HALF ASLEEP → her experiences combine elements from the waking world and her dreams.

③ DREAM MOTIF → Different from Alice in Wonderland. Here, Alice has some control over what she encounters in her fantasy world.

Her repeated pleas to Kitty to play pretend emphasize her desire to exert some control over her imagination.

④ Alice's discovery of the room ~~of~~ the other side of the mirror

is nearly identical to her old room

shows the motif of inversion that reappears throughout the text.

✓ ALTERNATE DIMENSION → is not just a mirror image → but a comprehensive inversion of reality.

④ In Looking - Glass House → Alice no longer needs a fire, since the winter in the real world becomes summer in the imagined world.

① gardens are in bloom.

② trees are filled with leaves.

✓ Inanimate objects in Alice's room also spring to life (pictures, mantle clock).

④ Alice's invisibility to the chess pieces → one aspect of inversion that occurs in the Looking - Glass House.

→ Alice is a visible human in the real world but is an invisible entity in the imagined world.

Looking Glass world

the chess pieces have a working order to their lives.

✓ Like the chessboard → their lives are highly symmetrical and controlled.

① Alice's invisibility → suggesting that she has a godlike power over the chessmen of the Looking-Glass world.

↳ stems from the fact that the whole universe exists as part of her imagination.

② Alice's picking up the White King

↳ resembles some divine power manipulating the lives of the chess pieces.

✓ The idea of the chessboard → a plane of existence upon which individuals are positioned like chess pieces → and moved around according to predetermined rules.

③ Alice's invisibility allows her to be an unseen hand. (Image of chessboard - gains full significance in Chapter-2)

✓ In the next chapter, Alice joins the game of chess.

where Alice becomes a chess piece herself, manipulated by an unseen hand, presumably the authorial hand of Carroll.

→ This manipulation can be referred to as the obstacles that Alice faces in the real world.

④ Imposition of the authorial hand becomes apparent → as Alice loses control of her body and floats down the stairs, propelled forward toward her destiny.

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Chapter-2:-

① The episode of talking flowers is actually a reference to a poem 'Maud' by Alfred Lord Tennyson.

② Rose and Violet are meant to represent the two youngest Liddell sisters, Rhoda and Violet (who are otherwise not included in Alice books by Carroll).

↳ Liddell Sisters → Alice, Lorina, Edith, Rhoda and Violet.

③ Theatre of Inversion:-

When Alice tries to walk toward the Red Queen.

↳ ④ Everytime she walks in the direction she sees the RQ, she ends up closer to the house where she started.

↳ ⑤ But when she walks in the opposite direction, she ends up right in front of the RQ.

Inversion:-

Again in the dialogue between Alice and the Queen.

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→ Queen offers Alice a dry biscuit to quench her thirst.

→ Queen informs Alice that she must run in order to remain in the same place.

④ The Red Queen is seen as a prototype for the governess of the Liddell Children, Miss Prickett.

→ Many critics have pointed to the fact that the Liddell House represented the Looking Glass House and the land that is looked out upon is the ~~same~~ model of the land as presented in the novel. It is the land that Alice viewed as a chessboard when receiving instruction from the Red Queen.

④ The Chessboard / The Game of Chess

presented as a metaphor for life.

→ Common in literature → in the works of George Eliot, William James, H.G. Wells, etc.

Like in chess, life is also governed by a set of rules and also the social structure works according to some rules & regulations.

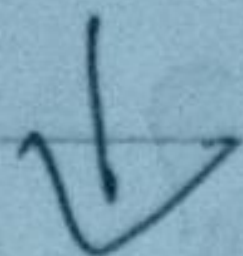
(*) In the novel, ↓

Slice apparently has the ability to make her own moves, but it is according to her choice or not is unclear.

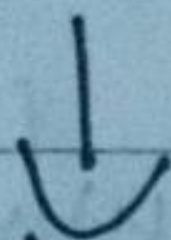
Chapter-3 :-

⊗ Alice fully understands the lack of control that she has over herself.

→ She makes the typical two-square leap allowed as a Pawn as its initial move.



She starts in the second square, but as soon as she leaps a brook, she lands up in a train in the 3rd square.



The train takes her over a brook and into the 4th square.

Contd.

⊗ Alice's movement and geographical position are governed according to the rules of the chess.

⊗ The issue of naming things appears in this chapter twice — first between the conversation of Alice with the Gnat and, the second when Alice goes to the wood where things have no names.

1st incident

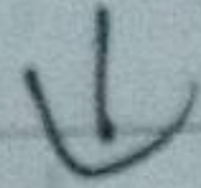
between Alice & Gnat

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Alice's argument — Her incredibly sharp observation about names.



argues that — names are not actually important because they belong to things naturally. but?

because they are useful tags for the person referring to them. (label, classify & organize)

2nd incident

In the woods where things have no names —

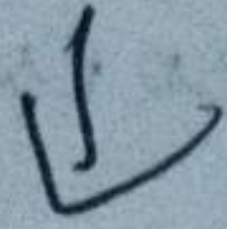
→ Alice had forgotten her name.

→ At one point she believes that her name begins with an 'L' → undoubtedly because she has replaced the White Queen's daughter — Lily in the game.

→ After that she meets the fawn, rejoices with him, exits the wood and remembers their names.

↓
realization of the imp. of names.

(*) Wood → represents the universe



as well as Alice's observation

inexperienced
land ←

{ she is in a different land
where she knows nobody
and nothing.

NAMES

→ product of mind

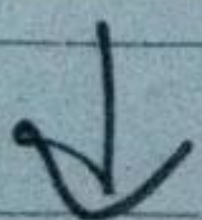
→ used for organizing & referring

→ triggers the theme of imagination.

{ Alice's logical observation reveals her as a representation of Carroll — who was also concerned with logic in studies.

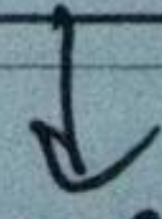
→ Her rationality stands in sharp contrast with the characters in the looking glass world.

The woods



Symbolizes the Garden of Eden.

Outside the wood



the real world where Carroll was living.

In the Garden of Eden, humans and animals, created by God coexisted harmoniously.

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↳ Forgetting their names provides them with the power of equal coexistence

↓
✓ no class division

✓ Referring ~~to~~ to the religious threat that Darwin introduced with the theory of Evolution. — challenging the creation of God.