



An Activity & Curriculum Guide

Fun stuff to bring art and literature to life!

INTRODUCTION

Theater is a natural venue for children to explore literature. They get a 3-D version of the events in the story without wearing those silly 3-D glasses! Add music and you expand the sensory experience. That is the theatrical experience we try to create for our audiences.

This packet offers lots of information and ideas for activities to enhance the theatrical and educational experience to 4-D and beyond. We hope that you will be inspired try some of the activities and enjoy them with your students.

CONTENTS

This packet is divided into two sections: a study guide and an activities section.

In the Study Guide, you will find:

- information about the GO-FAME production of ALICE IN WONDERLAND,
- a biography of Lewis Carroll,
- background about the music in the show
- some fun Alice quotes
- a bibliography and resources including links to various websites

In the Ideas for Activities section, you will find suggestions for:

- games,
- recipes,
- experiments,
- and more

to enhance and enliven your exploration of Wonderland.

STUDY GUIDE

SYNOPSIS

(story as told in this production)

Alice in Wonderland is the story of a curious girl and the Wonderland of her imagination. Storytellers begin the play; their narration begins with Once Upon A Time, opening the play on a garden party... Lewis Carroll interrupts the proceedings, calling for Alice to come out of hiding. Wherever can she be?

The audience gets in the act by helping Lewis find Alice but the trouble is not over – Lewis wants her to pose for a photograph. “But it’s such a nice day for playing outside,” Alice pleads. In order to quiet her down, Lewis begins to tell her the fascinating story of Wonderland. As she falls asleep he sings a familiar song. “Twinkle, twinkle little bat.”

Suddenly we are whisked away to Alice’s dream world. She wakes to find a White Rabbit scurrying about. Alice thinks the Rabbit is very strange because he keeps saying he’s late but seems to have no idea what he is late for.

Following the White Rabbit, Alice finds herself falling into his rabbit hole. She falls so long she believes she might be falling to the other side of the earth. She is transported to Wonderland, an amazing world filled with magical creatures like the Caterpillar and the Cheshire Cat,

Alice meets the Mad Hatter and joins in his ridiculous tea party. Alice ends up in a lovely little garden where the gardeners are painting the roses red. She plays croquet with the Queen of Hearts who accuses her of cheating. They have a trial but it turns into foolishness and comic injustice. In the end, Alice turns the tables on the Queen .

Then she wakes to find herself posing in front of Lewis Carroll’s camera. When she tells him her story he just smiles.

Based on the summary by Kathryn Schultz Miller, [Alice In Wonderland Teacher’s Guide](#), ArtReach ChildrensTheatrePlays.com, 3936 Millsbrae Avenue, Cincinnati, Ohio 45209.

AUTHOR LEWIS CARROLL (CHARLES L. DODGSON)

Lewis Carroll is the pseudonym of the English writer and mathematician Charles Ludwig Dodgson, known especially for *Alice's Adventures In Wonderland* (1865) and *Through The Looking Glass* (1872), children's books that are also distinguished as satire and as examples of verbal wit. Carroll invented his pen name by translating his first two names into Latin "Carolus Lodovicus" and then anglicizing it into "Lewis Carroll".

Charles Dodgson was born on January 27, 1832 at Daresbury, Cheshire, England where his father was vicar. During his childhood, Charles wrote a series of family magazines containing poetry, drawing and prose.

In 1846 Dodgson attended Rugby School, from which he graduated to Christ Church College, Oxford. In 1854 he was awarded a degree in mathematics and he began work as a Lecturer at Christ Church in that subject the following year. During that time he continued to write comic verse, some of which was published in the *Comic Times*.

In 1856 Dodgson submitted a parody to the magazine, *The Train*. The editor of the *The Train*, Edmund Yates, chose the pseudonym "Lewis Carroll" from a list of possible pen names submitted by Dodgson. In the same year Dodgson first met Alice Pleasance Liddell, daughter of the Dean.

Dodgson was an enthusiastic photographer at a time when the art was new. He took photographs of Alfred Tennyson and had four of his prints exhibited at the annual exhibition of the Photographic Society of London. He also continued to write and published several short stories and novels, in addition to works on mathematics.

On July 4, 1862 (a momentous date in English literature) Dodgson took a boat trip with Alice Liddell and several others to Godstow. On this trip, Dodgson passed the time by telling the children a nonsense tale. He later wrote down the story, calling it *Alice's Adventures Underground*. When he finished the book in 1863 his friends and family urged him to publish it.

The book was renamed *Alice In Wonderland* and published in July 1865. It was immediately withdrawn from circulation due to poor print quality. A second, corrected edition was published in November at roughly the same time as Dodgson's mathematical treatise *The Dynamics of a Particle*.

In 1867 Dodgson began a new children's series, *Sylvie and Bruno*, beginning with *Bruno's Revenge* in *Aunt Judy's Magazine*. In that same year he began a sequel to "Alice" entitled *Through The Looking Glass and What Alice Found There*.

When Dodgson's father died in 1868 he purchased "The Chestnuts" at Guildford, Surrey, where his family moved. He himself moved into quarters at Tom Quad, where he remained for the rest of his life. There he continued his experiments with photography and went so far as to have a special photographic studio build on the roof of Tom Quad.

Dodgson was a prolific writer, contributing political pamphlets, mathematical works and children's tales to a variety of magazines. In 1881 he gave up his mathematical Lectureship to devote himself full time to his writing. The final episode of *Sylvie and Bruno* was published In 1889.

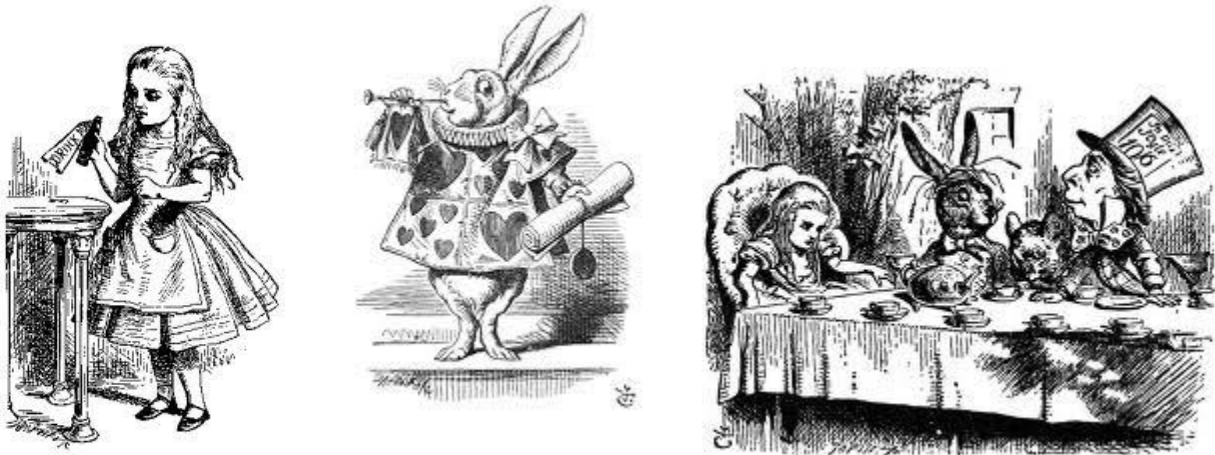
"Lewis Carroll" had mixed feelings about his lasting fame as an author of children's stories. He preferred to think of himself as a man of science and mathematics who also happened to write nonsense. According to rumor, Queen Victoria admired "Alice" and wrote to Dodgson telling him how much she admired his work. He thanked her and sent her a signed copy of *The Dynamics of a Particle*.

Charles Dodgson died of bronchitis on January 14, 1898. He is buried in Mount Cemetery, Guildford, Surrey, near the home he bought for his family.

Based on the summary by Kathryn Schultz Miller, [Alice In Wonderland Teacher's Guide](#), ArtReach ChildrensTheatrePlays.com, 3936 Millsbrae Avenue, Cincinnati, Ohio 45209.

ILLUSTRATOR JOHN TENNIEL

Tenniel's illustrations for the original 1865-66 *Alice's Adventure in Wonderland* are probably the most beloved and best known.



In 1907 the British copyright on *Alice's Adventures in Wonderland* expired, and any publisher was free to create a new edition. Several did, and to differentiate themselves from the others (as well as to create copyrightable material of their own) many chose to produce new illustrated editions. Luckily this even coincided with the peak of the Golden Age of children's book illustration.

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FAMOUS QUOTES FROM *ALICE IN WONDERLAND*

“What is the use of a book without pictures or conversations?” – Alice

“Oh my ears and whiskers!” – White Rabbit

“Oh dear, oh dear, I shall be too, too late!” – White Rabbit

“Curiouser and curiouser!” – Alice

“Who are you?” – Caterpillar

“I can’t explain myself, I’m afraid, Sir, because I’m not myself you see.” – Alice

“Then it doesn’t matter which way you go!” – Cheshire Cat

“We’re all mad here. I’m mad. You’re mad.” – Cheshire Cat

“I’ve had nothing yet so I can’t take more.” – Alice

“Welcome to my little tea party.” – Mad Hatter

“Why is a raven like a writing desk?” - Dormouse

“You mean you can’t take less, it’s very easy to take more than nothing.” – Hatter

“Thank you, loyal subjects. You’re all so small and worthless. It warms our heart.” – Queen

“Off with her head!” – Queen

“Can you play croquet?” – Queen

“Sentence first – verdict afterwards!” – Queen

Excerpted from [Alice In Wonderland](#) adapted by Kathryn Schultz Miller, ArtReach
ChildrensTheatrePlays.com, 3936 Millsbrae Avenue, Cincinnati, Ohio 45209, with custom adaptation by
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MUSIC IN THIS PRODUCTION

All the songs in this show use classical music pieces as the melody lines. Lyrics were written collaboratively by the GO-FAME creative staff.

OPENING/CLOSING NUMBER: BY THE BEAUTIFUL BLUE DANUBE BY JOHANN STRAUSS II

“The Blue Danube” is the common English title of *An der schönen blauen Donau*, op. 314 (literally ‘On the Beautiful Blue Danube’), a waltz composed in 1866. Originally performed 13 February 1867 at a concert in Vienna, it has been one of the most consistently popular pieces of music in the classical repertoire, though its initial performance was only a mild success.

The sentimental Viennese connotations of the piece have made it into a sort of unofficial Austrian national anthem. It is a traditional encore piece at the annual Vienna New Year's Concert.

<http://www.flutetunes.com/tunes.php?id=81>

WALTZ OF THE FLOWERS BY TCHAIKOVSKY

Lyrical and enchanting, mesmerizing and magical, The Nutcracker ballet is a time-honored holiday tradition that marries music and dance in dreamy romance. As wintry and wonderful as the Christmas season itself, The Nutcracker, is a true fairytale brought to life. The original Nutcracker ballet is based on a rather dark and somewhat scary fairytale intended for adult audiences called The Nutcracker and the Mouse King by German writer, composer, caricaturist, and painter E.T.A. Hoffman. Published in 1816, this story told of mystical events that transpired during the Christmas season. French writer Alexandre Dumas rewrote a happier and more magical version of this tale years later so that it appealed more to children. This lighthearted rendition caught the eye of French-born dancer and choreographer Marius Petipa, who was the chief master of the Russian Imperial Ballet. He commissioned Russian composer extraordinaire, Peter Ilyitch Tchaikovsky, to write the music. Petipa's assistant Lev Ivanov created the choreography and the production was first brought to life on stage in 1892 in St. Petersburg, Russia. The first performance of the ballet was held in a double premiere together with Tchaikovsky's last opera *Iolanta* at the Mariinsky Theatre, home of the Kirov Ballet. The Nutcracker is one of Tchaikovsky's most popular.

<http://www.esbt.org/PDF/TheNutcracker.pdf>

The lilting Waltz of the Flowers originally appeared in Act II of Tchaikovsky's famous ballet *The Nutcracker*, when Clara and the Prince arrive at the Kingdom of Sweets, ruled by the Sugar Plum Fairy. It was later also arranged as the grand finale of the suite derived from the ballet.

Like some other characteristic dances of the ballet, this piece was featured in the 1940 Disney film *Fantasia*, in which the change of seasons from fall to winter is beautifully illustrated by the dances of the Autumn Fairies, the Frost Fairies and the Snow Fairies.

<http://www.flutetunes.com/tunes.php?id=490>

THREE INCHES TALL: DANCE OF THE HOURS FROM LA GIOCONDA BY PONCHIELLI

The “Dance of the Hours” is a ballet from the opera *La Gioconda* by Italian composer Amilcare Ponchielli. First performed in 1876, *La Gioconda* was a major success for Ponchielli, as well as the most successful new Italian opera between Verdi's *Aida* (1871) and *Otello* (1887).

The “Dance of the Hours” is considered one of the most popular ballet pieces in history. The ballet was parodied in Walt Disney's 1940 classic *Fantasia*. The segment consists of the whole ballet, but performed comically by animals rather than humans. The dancers of the morning are represented by Madame Upanova and her ostriches. The dancers of the daytime are represented by Hyacinth Hippo and her servants. The dancers of the evening are represented by Elephanchine and her bubble-blowing elephant troupe. The dancers of the night are represented by Ben Ali Gator and his troop of alligators. Another famous parody of the “Dance of the Hours” is Allan Sherman's 1963 song “Hello Muddah, Hello Fadduh”, describing a miserable time at summer camp. It uses the main theme of the ballet as its melody.

<http://www.flutetunes.com/tunes.php?id=556>

CHESHIRE CAT'S SONG: HABANERA FROM CARMEN BY BIZET

The *habanera* (from the Cuban capital Havana, which in Spanish is La Habana), a most popular music genre at the end of the 19th century, originated in Cuba and spread all over the Spanish colonies and subsequently to Europe. Many French musicians composed beautiful habaneras, Saint-Saëns among them.

The famous aria from the opera *Carmen* by Georges Bizet was adapted from the habanera “El Arreglito”, originally composed by the Spanish musician Sebastián Yradier. Bizet used the melody in the belief that it was a folk song; when he was made aware that it had been written by a composer who had died only ten years earlier, he added a note to the vocal score of *Carmen*, acknowledging its source.

The piece is based on a descending chromatic scale followed by variants of the same phrase, first in minor and then in major, corresponding with the vicissitudes of love expressed in the lyrics.

<http://www.flutetunes.com/tunes.php?id=93>

MAD HATTER'S TEA PARTY SONG: HUNGARIAN DANCE NO. 5 BY JOHANNES BRAHMS

The *Hungarian Dances* (*Ungarische Tänze* in German) by Johannes Brahms are a set of 21 lively dance tunes based mostly on Hungarian themes. Actually, only numbers 11, 14 and 16 are entirely original compositions. Dance number 5, which is by far the most famous of these pieces, was based on the *csárdás* (a Hungarian folk dance) by Kéler Béla titled “Bartfai emlék”, which Brahms mistakenly thought was a traditional folksong.

Brahms originally wrote the version for piano four-hands and later arranged the first 10 dances for solo piano. Hungarian Dance No. 5, which in the original version was in the key of F-sharp minor, was later orchestrated in G minor by composer Martin Schmelting (1864–1943).

The Hungarian Dances bear many resemblances to, and may have influenced, the similarly profitable and popular Slavonic Dances of Antonín Dvořák. Moreover, they proved to be influential in the development of ragtime.

<http://www.flutetunes.com/tunes.php?id=227>

ALICE'S LAMENT: CANON IN D BY PACHELBEL

Johann Pachelbel's most famous piece, the Canon in D was written around 1680, during the Baroque period, as a piece of chamber music for three violins and basso continuo, but has since been arranged for a wide variety of ensembles. The piece, whose score was discovered and first published in the 1920s, and first recorded in 1940 by Arthur Fiedler, is particularly well known for its chord progression, and is

played at weddings and included on classical music compilation CDs. It became very popular in the late 1970s through a famous recording by the Jean-François Paillard chamber orchestra.

The actual canon is played by three voices over the ground bass. In the beginning, the flute plays the first two bars of the canon's melody. At this point, the second voice enters with the beginning of the melody, whilst the flute continues with the next two bars of the canon. Then the third voice commences the canon, whilst the second voice plays the third and fourth bars and the flute continues with the fifth and sixth. The three voices then follow one another at two bars' distance until the end of the piece. The canon becomes increasingly dense towards the middle of the piece as the note values become shorter; afterwards, the piece gradually returns to a less complex structure as the note values lengthen once more. There are 28 repetitions of the ground bass in total.

<http://www.flutetunes.com/tunes.php?id=131>

BEWARE THE QUEEN OF HEARTS:

WITH CATLIKE TREAD FROM PIRATES OF PENZANCE BY GILBERT & SULLIVAN

The Pirates of Penzance, or the Slave of Duty was produced at the Opéra Comique on April 3rd, 1880. There had previously been given one of those absurd "copyright performances" at which (to secure the copyright of the work) the piece is gone through anyhow, a placard is exhibited in the box-office, and one spectator is allowed to pay a guinea for a seat, the amount being handed back to him at the end of the performance! In the case of *The Pirates of Penzance* this solemn farce was enacted at the Bijou Theatre, Paignton, England and the interest is entirely local: it is, of course, mentioned with pride in all the local "Guides."

<http://diamond.boisestate.edu/gas/books/walbrook/chap6.html>

With Catlike Tread announces the entrance of the pirates in Act II as they come to extract vengeance from the Major General for his lies.

HERE COMES THE QUEEN: SYMPHONY #5 BY BEETHOVEN

The opening of Ludwig van Beethoven's Fifth Symphony just could be the most memorable musical phrase of all time, with its four-note motif appearing frequently in popular culture, from disco to rock and roll, to film and television.

This symphony is also notable for the amount of time it spent in gestation. The first sketches date from 1804, following the completion of the Third Symphony. However, Beethoven repeatedly interrupted his work on the Fifth to prepare other compositions, including the first version of *Fidelio*, the *Appassionata* piano sonata, the three Razumovsky string quartets, the Violin Concerto, the Fourth Piano Concerto, and the Fourth Symphony. The final preparation of the Fifth Symphony, which took place in 1807–1808, was carried out in parallel with the Sixth Symphony, which premiered at the same concert. Beethoven was in his mid-thirties during this time, and his personal life was already troubled by increasing deafness.

The symphony soon acquired its status as a central item in the repertoire. Groundbreaking both in terms of its technical and emotional impact, it has had a large influence on composers and music critics, and inspired work by such composers as Brahms, Tchaikovsky (his 4th Symphony in particular), Bruckner, Mahler, and Berlioz. The Fifth stands with the Third Symphony and Ninth Symphony as the most revolutionary of Beethoven's compositions.

<http://www.flutetunes.com/tunes.php?id=186>

ALICE'S TRIUMPH: TOREADOR FROM CARMEN BY BIZET

This is one of the most famous arias from the opera *Carmen*. Sung by the matador Escamillo, it describes various situations in the ring, the cheering of the crowds and the fame that comes with victory.

If you haven't figured out what song is this yet, download the MP3 or the MIDI and listen to the final part, the one in F major. That is the part that almost everybody knows; if you want, you may well start playing from there.

<http://www.flutetunes.com/tunes.php?id=34>

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IDEAS FOR ACTIVITIES

IMAGINATION

Lewis Carroll had to use his imagination to make up all the unusual and strange things that Alice encountered in Wonderland.

- Pick your favorite animal. Now use your imagination to transform your animal into a resident of Wonderland. What would your Wonderland animal look like? Would it be a girl or a boy? Would it wear clothing? What kind of personality would it have? Where does it live? Can it talk? Name your animal. Now pretend to be your animal and introduce yourself to the rest of the class.
- Lewis Carroll imagined Alice travelled to Wonderland via rabbit hole. Use your imagination to create a different way to get to a strange and amazing new place. Do you need a special vehicle? Does it take a long time to get there? What is your journey like?
- Use your imagination to create a map of Wonderland.

YOUR SENSE OF TASTE

When Alice drinks from the little bottle, she tastes the “mixed flavour of cherry-tart, custard, pine-apple, roast turkey, toffee, and hot buttered toast”. Let’s explore our sense of taste!

“Stale, awful, terrible, unsavory, bland, unpalatable”

These are just a few of the many words to describe how food tastes. Notice too that these words can also describe smells. As you might imagine, smell and taste are often linked together. The sense of taste is also called gustation. For food to have taste, it must be dissolved in saliva.

There are four basic tastes: sweet, sour, salty and bitter. A fifth basic taste called umami has recently been discovered. Umami is a taste that occurs when foods with glutamate are eaten. All other tastes come from a combination of these basic tastes.

The actual organ of taste is called the “taste bud”. Each taste bud (and there are approximately 10,000 taste buds in humans) is made up of many (between 50-150) receptor cells. Receptor cells live for only 1 to 2 weeks and then are replaced by new receptor cells. Each receptor in a taste bud responds to one of the basic tastes. A receptor can respond to other tastes but it responds strongest to a particular taste.

There are three cranial nerves that innervate the tongue and are used for taste: the facial nerve, the glossopharyngeal nerve and the vagus nerve. The facial nerve innervates the front of the tongue. The glossopharyngeal nerve innervates the mid-back of the tongue and the vagus nerve the very back of the tongue. The cranial nerves carry taste information to the brain. An

additional cranial nerve called the trigeminal nerve also innervates the tongue and carries information related to touch, pressure, temperature and pain.

Did you know?

- The complete inability to taste is called ageusia, the reduced ability to taste is called hypogeusia and the enhanced ability to taste is called hypergeusia.
- Older people have a reduced sense of taste because their taste buds are not replaced as fast as those in younger people.
- A giraffe's tongue can be 29 inches in length.
- Insects have the most highly developed sense of taste. They have taste organs on their feet, antennae and mouthparts.
- Fish can taste with their fins and tail as well as their mouth.
- In general, girls have more taste buds than boys.

<http://faculty.washington.edu/chudler/tasty.html>

EXPERIMENT

We all know that some foods taste better than others but what gives us the ability to experience all these unique flavors? This simple experiment shows that there's a lot more to taste than you might have first thought.

What you'll need

- A small piece of peeled potato
- A small piece of peeled apple (same shape as the potato so you can't tell the difference)
- A small piece of jicama (same shape as the potato and apple)

Instructions

1. Close your eyes and mix up the piece of potato, the piece of apple and the piece of jicama so you don't know which is which.
2. Hold your nose and eat each piece, Can you tell the difference?

What's happening?

Holding your nose while tasting the potato, apple and jicama makes it hard to tell the difference between them. Your nose and mouth are connected through the same airway which means that you taste and smell foods at the same time. Your sense of taste can recognize salty, sweet, bitter and sour but when you combine this with your sense of smell you can recognize many other individual 'tastes'. Take away your smell (and sight) and you limit your brains ability to tell the difference between certain foods.

<http://www.sciencekids.co.nz/experiments/smelltaste.html>

CURRENT CAKE

After falling down the rabbit hole, Alice finds a little three-legged glass table with a key on it. She finds the door that the key opens but it is very small. She goes back to the table and finds a small bottle on it.

After checking to see if it is poison, she decides to drink it and shrinks like a telescope. Then she comes across a little box with a cake in it. "EAT ME" is written on the cake in currants. Make your own currant cake!

Ingredients

1 cup currants or raisins
2-1/4 cups sugar
2 cups of butter, softened
6 large eggs
3 cups all-purpose flour
¼ teaspoon salt
Juice of 1 lemon

Directions

Preheat oven to 325F. Toss currants with 1 tablespoon of flour to coat; set aside. In a large mixing bowl, cream butter with an electric mixer on medium speed for 30 seconds. Slowly add sugar and cream until smooth. Add eggs one at a time, beating 1 minute after each addition, scraping bowl often. Add ¼ cup of flour, salt, and lemon juice. Mix for 30 seconds. Add remainder of flour and mix on low to medium speed just until combined. Stir in currants or raisins.

Grease 2 baking sheets with butter. Place into oven and heat just until butter melts. Drop by rounded teaspoons onto warm baking sheets, pressing flat each cake. Cakes are best when very thin. Bake at 325F for 7-10 minutes or until edges are lightly browned. Cool cakes on a wire rack.

A TRADITIONAL ENGLISH GARDEN

When Alice falls down the rabbit hole and lands in Wonderland, she finds herself in a hall of doors. She opens a small door about 15 inches high and peeks through. She sees the loveliest garden, filled with beds of bright flowers and fountains. Unfortunately, she can't fit through the door!

Traditional English gardens have many elements including a flower garden, an herb garden, and more.

FLOWER GARDEN

The flower garden in the story contains special talking flowers: Tiger Lily, Rose, Daisy and Violet. In addition to these, an English garden might include larkspur, columbine, aster, chrysanthemum, lavender, lily of the valley, lupine, peony, primrose, black-eyed susan, verbena, impatiens, begonia, dianthus, petunia and more. These flowers would be planted in pleasing groups by color and bloom season. If you were a flower in an English garden, what kind of flower would you be? Research the different flowers and draw a picture of you as a flower!

HERB OR KITCHEN GARDEN

Plants used for household purposes would be planted in this garden. The following herbs would be used for cooking, laundry and medicines: rosemary, thyme, parsley, sage, dill, garlic, chives, chamomile. Look in your kitchen cupboards. What kinds of herbs do you have? Check your spice cupboards and teas. Smell the different herbs and spices. What is your favorite? Next, go to a local garden shop or nursery. Find the herb section, select your favorite plant. If you can, purchase it and care for it at home!

COMPASS ACTIVITY

Cheshire Cat said, "Then it doesn't matter which way you go." But like Alice, we want to know which way we should go! Let's demonstrate our understanding of the compass in this fun exercise!

Everybody stands in a big circle then sits down. Divide the circle into the 8 points of the compass (North-0 or 360, Northeast-45, East-90, Southeast-135, South-180, Southwest-225, West-270, Northwest-315). Identify a clearly defined border between each point. When each section is named, for instance "NORTH", that section stands up, says "0 or 360 degrees" then sits down. Each section does the same when their compass point is named. When the storyteller says "WORLD" each player moves clockwise one space. Each player needs to then note which section they are now occupying.

THE WEDDING STORY (BASED ON THE STORY BY BECKY VINCENT, A GIRL GUIDER IN CANADA)

A big important wedding is being held this year. The daughter of King NORTH is being married to the son of King SOUTH. It is going to be a very grand affair with guests from all parts of the WORLD.

From the land of the rising sun, the Emperor of the EAST and his wife, the Empress, will be in attendance. From the other side of the WORLD, King and Queen WEST with the little Prince NORTHWEST and the Princess SOUTHWEST will come.

The bridegroom, son of King SOUTH, has invited his cousin SOUTHEAST to be the best man. The bride, daughter of King NORTH, has asked her best friend, NORTHEAST, who is also a cousin of SOUTHEAST to be the Maid of Honor.

The Queen of the NORTH is very busy trying to find places for all the visitors from around the WORLD to stay. The Emperor EAST and his wife, the Empress EAST, have brought so many servants to wait on them that the little town was beginning to feel very crowded. To add to the confusion, King and Queen WEST brought so much luggage that it took three wagons to haul it to the NORTH palace. Queen NORTH looked quite worried. Where in the WORLD was she to put everyone?

In the last wagon, Prince NORTHWEST and Princess SOUTHWEST had put all their pets which they couldn't bear to leave behind: four SOUTHWEST cats, four big dogs (which came from the other side of the WORLD), and a cow and a goat from the EAST. The cousins, SOUTHEAST and NORTHEAST thought they were very odd things to bring halfway across the WORLD to a wedding.

At last, the great day dawned, beautiful and sunny. The procession started to go to the NORTH Cathedral from NORTH Palace and people from all over the WORLD cheered. During the ceremony, Queen NORTH, Queen SOUTH, Queen WEST and Empress EAST all cried tears of joy. After the ceremony, the procession returned to the NORTH Palace for the wedding breakfast. First came King NORTH with Queen SOUTH on his arm and King SOUTH with Queen NORTH on his arm. They were followed by King and Queen WEST with Prince NORTHWEST and Princess SOUTHWEST. Looking very grand in their exotic silk robes were the Emperor of the EAST and the Empress of the EAST. The guests from other parts of the WORLD were next. Cousins SOUTHEAST and NORTHEAST came next. Then came the moment the whole WORLD had been waiting for...the beautiful bride, daughter of the King NORTH, and the handsome groom, son of King SOUTH, walked down the aisle and through the doors towards their carriage. Guests from all over the WORLD threw confetti and rice as they ran down the steps of the NORTH cathedral.

After the wedding breakfast at NORTH palace, the bride and groom left on their honeymoon trip around the WORLD. Prince NORTHEAST had tied an old boot and cans on the back of the carriage and Princess SOUTHEAST put a sign on the front that said "Just Married".

The whole WORLD laughed, cheered and waved "Good-bye!" and "Good luck!" along with Prince NORTHWEST, Princess SOUTHWEST, cousins NORTHEAST and SOUTHEAST, Emperor and Empress EAST, King and Queen SOUTH, King and Queen WEST and King and Queen NORTH.

And the whole WORLD lived happily ever after!

TEA PARTY

High Tea is often a misnomer. Most people refer to afternoon tea as high tea because they think it sounds regal and lofty, when in all actuality, high tea, or "meat tea" is dinner. High tea, in Britain, at any rate, tends to be on the heavier side. American hotels and tea rooms, on the other hand, continue to misunderstand and offer tidbits of fancy pastries and cakes on delicate china when they offer a "high tea."

Afternoon tea (because it was usually taken in the late afternoon) is also called "low tea" because it was usually taken in a sitting room or withdrawing room where low tables (like a coffee table) were placed near sofas or chairs generally in a large withdrawing room. There are three basic types of Afternoon, or Low Tea:

Cream Tea - Tea, scones, jam and cream

Light Tea - Tea, scones and sweets

Full Tea - Tea, savories, scones, sweets and dessert

In England, the traditional time for tea was four or five o'clock and no one stayed after seven o'clock. Most tea rooms today serve tea from three to five o'clock. The menu has also changed from tea, bread, butter and cakes, to include three particular courses served specifically in this order:

Savories - Tiny sandwiches or appetizers

Scones - Served with jam and Devonshire or clotted cream

Pastries - Cakes, cookies, shortbread and sweets

<http://whatscookingamerica.net/History/HighTeaHistory.htm>

Now that you know a little more about tea, have your own afternoon tea party!

SET-UP

1. Set up two tables – one with the tea and food and the other for seating.
2. Place your tea service at one end of the table plus a milk pitcher, sugar bowl and plate of lemon slices.
3. Place your finger foods (cookies, scones, muffins and tea sandwiches) on platters in the center of the table along with platters, napkins and cutlery.
4. Serving is simple as it is a buffet and your guest can serve themselves.
5. Tea and other refreshments are replenished as required.

TEA SANDWICHES

Take white or brown bread or a combination of both and cut off the crust. Next fill with any of the following: egg salad, seafood salad, cream cheese and cucumber, cream cheese and watercress, turkey or chicken. Cut in diagonals or into various shapes using cookie cutters.

CUCUMBER SANDWICHES

Peel cucumber and slice very thin. Tomatoes may be substituted for cucumbers. Sprinkle lightly with salt. Take your bread and spread a little butter or cream cheese on it layered with a slice of cucumber. Then cut into squares, diagonals or other fun shapes.

WATERCRESS SANDWICHES

Spread bread with butter or cream cheese and fill with watercress leaves. Prepare same as the cucumber sandwiches above. Garnish plate with water cress leaves.

LEMON CURD (SPREAD FOR SCONES)

Wash three lemons and grind the rind finely. Place the juice from the lemons, grated rind, 4 oz. of butter and 1 cup sugar in a bowl set over a saucepan of hot water. Stir until the butter has melted and the sugar dissolves. Beat the eggs in a separate bowl and add slowly to the lemon mixture, stirring steadily. Put all into a saucepan and cook, stirring occasionally, until sauce thickens.

“DEVONSHIRE” CREAM (SPREAD FOR SCONES)

In a chilled bowl, beat ½ cup heavy cream until medium stiff peaks form, adding 2 tablespoons confectioners’ sugar during the last few minutes of beating. Fold in ½ cup sour cream and blend.

Additional spreads include jellies, jams, marmalades and, of course, the “best” butter.

SIMPLE SCONES

Ingredients

2 cups all-purpose flour
1/3 cup sugar
1 teaspoon baking powder
1/4 teaspoon baking soda
1/2 teaspoon salt
8 tablespoons unsalted butter, frozen
1/2 cup raisins (or dried currants)
1/2 cup sour cream
1 large egg

Directions

1. Adjust oven rack to lower-middle position and preheat oven to 400 degrees.
2. In a medium bowl, mix flour, 1/3 cup sugar, baking powder, baking soda and salt. Grate butter into flour mixture on the large holes of a box grater; use your fingers to work in butter (mixture should resemble coarse meal), then stir in raisins.
3. In a small bowl, whisk sour cream and egg until smooth.
4. Using a fork, stir sour cream mixture into flour mixture until large dough clumps form. Use your hands to press the dough against the bowl into a ball. (The dough will be sticky in places, and there may not seem to be enough liquid at first, but as you press, the dough will come together.)
5. Place on a lightly floured surface and pat into a 7- to 8-inch circle about 3/4-inch thick. Sprinkle with remaining 1 tsp. of sugar. Use a sharp knife to cut into 8 triangles; place on a cookie sheet (preferably lined with parchment paper), about 1 inch apart. Bake until golden, about 15 to 17 minutes. Cool for 5 minutes and serve warm or at room temperature.

Variations

- Cranberry-Orange Scones: Follow the recipe for Simple Scones, adding a generous teaspoon of finely grated orange rind (zest) to the dry ingredients and substituting dried cranberries for the raisins.
- Lemon-Blueberry Scones: Follow the recipe for Simple Scones, adding a generous teaspoon of finely grated lemon rind (zest) to the dry ingredients and substituting dried blueberries for the raisins.
- Cherry-Almond Scones: Follow the recipe for Simple Scones, adding 1/2 tsp. almond extract to the sour cream mixture and substituting dried cherries for the raisins.

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MAD HATTER'S HAT TAG

The tag on the Mad Hatter's hat reads "10/6" which many people assume is the size but it actually represents the price. Lewis Carroll explained the meaning of the tag in "Nursery Alice":

The Hatter used to carry about hats to sell and even the one that he's got on his head is meant to be sold. You see it's got its price marked on it – a "10" and a "6" – that means "ten shillings and sixpence."

The actual amount is significant also as ten shillings and sixpence equals a half-guinea. A guinea equals one pound and one shilling which was considered a more gentlemanly amount than one pound. So the Mad Hatter catered to the upper classes! By the way, the phrase "mad as a hatter" was common in Lewis Carroll's time because hatters actually did go mad from the mercury they used in curing felt.

<http://www.alice-in-wonderland.net/>

CARD GAMES

In Wonderland, Alice encounters the Queen of Hearts and her court, which is entirely made up of playing cards!

HISTORY OF PLAYING CARDS

Playing cards have existed for thousands of years. The standard deck is made up of 52 cards in 4 suits of thirteen ranks plus 2 wild cards or jokers. The “royal household” contains Kings, Queens and Jacks plus the Jokers.

Early archaeological documentation of playing cards comes from China. The oldest tangible artifacts are described as paper money cards. They are thought to have been accepted as paper currency. They were not only used as the instruments of gaming but as the bets wagered.

While the exact timing and method is unknown, playing cards were introduced to Europe during the 13th century. By the late 14th century, playing cards were in widespread use across Europe and card-making shops were emerging everywhere. The records of King Charles VI show that he bought 3 packs in 1392.

The earliest examples of European design use the “Latin” suits of swords, batons, cups and coins. The Germans and the Swiss used the more elegant forms of Hearts, Bells, Leaves and Acorns. By the 1480s, the French had begun using Hearts, Clubs, Spades and Diamonds.

The Ace began to gain importance during the 14th century and really gained popularity during the French Revolution where many “ace high” games were developed. There was even a movement to get rid of the “royal household” altogether and replace them with “liberty, equality and fraternity” but the concept never really caught on.

During the 17th century, King James I of England imposed a tax on local playing card manufacturers. The Ace of Spades was used to display the manufacturer’s logo and they added a stamp on this card to show that the tax had been paid. The tax was abolished in the 1960’s but the practice of inscribing the brand on the Ace Spades continues.

By mid-19th century, mechanized printers across America were printing playing cards but a new dilemma emerged. The “royal household” traditionally consisted of the King, the Queen and the Knave. This made their corner indices “K”, “Q” and “Kn” – resulting in confusion between the King and the Knave. In an old English card game called “All Fours”, the Knave plays the “Jack of Trumps” so the Knave became the Jack.

By the late 19th century, all the elements we commonly attribute to modern playing cards were firmly in place. Kings, Queens and Jacks were in the “royal household”. Hearts, Spades, Clubs and Diamonds were set as the suits. Corner side indices appeared in diametric corners and designs were printed on the backs. These small improvements may seem minor but they had taken hundreds of years to develop!

PIG (DONKEY, SPOONS)

Number of Players: 3+ (and up to 13 using one pack of cards)

Age Range: 6+

Cards: Standard 52-card deck

Instructions

For each player, take four of a kind out of the deck and put aside the rest of the cards. If you are playing with younger children, try to make sure that the cards are as different from each other as possible. For example, if you were playing with 3 players you might choose the 4s, 8s and Queens. Shuffle your chosen cards well.

Deal the cards so that each player has four. Now each player looks at their hand and sorts the cards out. The aim of the game is to collect four of a kind, at which point you quickly, and quietly, put a finger on your nose. If you see another player put a finger on their nose, you must do so too (regardless of whether you have 4 of a kind or not). The last player to put a finger on their nose gets a letter - first P, then I, then G.

To play, choose which cards you want to collect then choose a card to discard and put it, face down, on the table in front of you. When everyone has a card on the table, simultaneously pass your card to the player on your left and then pick up the card which has been passed to you. Try to establish a rhythm - it can help if an adult says "down - pass - pick up, down - pass - pick up" to keep everyone going!

The first player to reach "P-I-G" has to get up and pretend to be a pig! If you want a longer game, try playing with D-O-N-K-E-Y instead. Another variation is SPOONS where you have one less spoon than the number of players and you take a spoon instead of putting your finger on your nose. The player who does not get a spoon sits out the remainder of the game until there is a winner.

http://www.activityvillage.co.uk/pig_card_game.htm

OLD MAID

Number of Players: 3+

Age Range: 5+

Cards: Standard 52-card deck with one queen removed

Instructions

All the cards are dealt, face down. It doesn't matter if some players end up with more cards than others.

The players then sort their cards, keeping them hidden from all other players. Anyone holding pairs of matching cards, with the same number or picture, should put them down face up. If anyone has three matching cards, he only puts down one pair and keeps the spare card. If anyone has *four* matching cards, he puts down two pairs.

The player to the left of the dealer then fans his cards in his hand so he can see them all, although he keeps them hidden from the other players. He offers them to the player on his left, who cannot see them, but takes a random card from the fan. If the card he picks matches any he already has, he puts down the pair. If not, he keeps it in his hand. Then, he, in turn, fans his cards and offers them to the player on his left.

This continues until all the cards have been put down in pairs, except the Old Maid, which is left alone and cannot be paired. The person left holding this card is the Old Maid, and loses the game.

http://www.activityvillage.co.uk/old_maid.htm

GO FISH (American version of Happy Families)

Number of Players: 2+

Age Range: 6+

Cards: Standard 52-card deck

Instructions

The dealer deals 5 cards to each player (7 each for 2 players). The remaining cards are placed face down to form a stock.

The player to dealer's left starts. A turn consists of asking a specific player for a specific rank. For example, if it is my turn I might say: 'Mary, please give me your jacks'. The player who asks must already hold at least one card of the requested rank, so I must hold at least one jack to say this. If the player who was asked (Mary) has cards of the named rank (jacks in this case), she must give **all** her cards of this rank to the player who asked for them. That player then gets another turn and may again ask any player for any rank already held by the asker.

If the person asked does not have any cards of the named rank, they say 'Go fish!'. The asker must then draw the top card of the undealt stock. If the drawn card is the rank asked for, the asker shows it and gets another turn. If the drawn card is not the rank asked for, the asker keeps it, but the turn now passes to the player who said 'Go fish!'.

As soon as a player collects a book of 4 cards of the same rank, this must be shown and discarded face down. The game continues until either someone has no cards left in their hand or the stock runs out. The winner is the player who then has the most books.

Variations:

Some people play that rather than asking for a rank, you must ask for a specific card. You must already hold at least one card of that rank. For example, you say: 'Tom, please give me the seven of diamonds'. If Tom has it he gives it and you get another turn. If he doesn't, he says 'Go Fish!' and you draw from the stock. In the unlikely event that you draw the seven of diamonds you get another turn; if you draw anything else it is now Tom's turn.

If you play this variation, you need to agree whether it is permissible to ask for a card which you already hold in your hand. Obviously you'll have to fish and your turn will end, but you might do this deliberately to mislead the other players into thinking that you didn't hold that card.

Some people play that when the stock runs out, you carry on playing until all the cards have been made into books. Obviously after the stock has run out there is no 'Go Fish!'. If the person you asked doesn't have the card asked for, the turn passes directly to them.

Some people play that when a player runs out of cards, the play does not end, but the player draws a new hand of 5 cards from the stock (or the whole stock if fewer than 5 cards remain there).

Some people play that after a player fishes unsuccessfully; the turn passes to the left, rather than to the player who said "go fish".

There are various ways of scoring. For example, you may play a series of hands, scoring one point for each book you make. The game continues until someone wins by reaching an agreed target score - for example, 10 points.

<http://www.pagat.com/quartet/gofish.html#families>

CHERRY TARTS

The following poem was the inspiration for the Queen of Hearts in Alice In Wonderland.

“The Queen of Hearts
She baked some tarts,
 All on a summer's day;
The Knave of Hearts
He stole those tarts,
 And took them clean away.
The King of Hearts
Called for the tarts,
 And beat the knave full sore;
The Knave of Hearts
Brought back the tarts,
 And vowed he'd steal no more.”

Bake your own delicious, super easy cherry tarts!

Easy Cherry Tarts

Ingredients

- 1 (8 ounce) package refrigerated crescent rolls
- 1 (3 ounce) package cream cheese, softened
- 1/4 cup confectioners' sugar
- 1 cup canned cherry pie filling
- 1/4 teaspoon almond extract

Directions

1. Place crescent dough on a lightly floured surface; seal seams and perforations. Cut into 2-in. circles. Place in greased miniature muffin cups. In a small mixing bowl, beat cream cheese and confectioners' sugar until smooth. Place about 1/2 teaspoon in each cup. Combine pie filling and extract; place about 2 teaspoons in each cup.
2. Bake at 375 degrees F for 12-14 minutes or until edges are lightly browned. Remove to wire racks to cool. Refrigerate until serving.

<http://allrecipes.com/recipe/easy-cherry-tarts/detail.aspx>

VICTORIAN GAMES

DRAUGHTS (CHECKERS)

Visit <http://www.indepthinfo.com/checkers/history.shtml> for a detailed history, rules of play and strategy tips then play a game or two!

NOUGHTS AND CROSSES (TIC-TAC-TOE)

History

The precise origins of Noughts and Crosses are unknown but there has been evidence that the game was actually played by the Ancient Egyptians around 1300 BC. The Romans certainly enjoyed a game of Noughts and Crosses. Terni Lapilli was a popular Roman game which was played in exactly the same way as Noughts and Crosses by using counters or stones that the players positioned onto a carved grid. This using of objects is the foundation of giant noughts and crosses as well. Terni Lapilli is mentioned in works of classical literature such as the "Lives of the Twelve Caesars" written by Seutonius in the time of Hadrian (117-138AD). Many carved Noughts and Crosses grids have been excavated throughout the Roman Empire and it is likely that it was the Romans who first brought Noughts and Crosses to Britain.

<http://www.ubergames.co.uk/noughts-and-crosses-history.html>

Basic Rules

To play, all you need is a writing implement, a suitable writing surface, and two people. Examples of suitable devices include pencil and paper, stick and sand, and finger and foggy window. Alternately, instead of writing on the surface, you could place objects on it as markers.

Constructing the Playing Board

The board is constructed of four lines, making a 3x3 matrix of squares. It looks something like the '#' symbol.

Playing the Game

Each player chooses the symbol he or she would like to use, either an 'x' or an 'o' (these are also called 'crosses' and 'noughts', respectively). The player using 'x' goes first. The players take turns writing their symbols in the squares. When one player has three of his or her symbols in a line (whether vertical, horizontal, or diagonal), that player wins. If all the squares are filled without either player winning, the game is a draw (also called a 'cat's game').

<http://www.bbc.co.uk/dna/h2g2/A543773>

CROQUET

"Can you play croquet?" Of course you can! Learn to play the traditional way with mallets and balls, not flamingos and hedgehogs.

History

Whilst stick and ball games have been played throughout history, records of ball and hoop games are more contemporary. In the middle ages in England and Europe one game known as "Pall Mall" was played in London and from which the well-known street is named. This involved hitting a single ball through very wide hoops. The origins of the modern game are vague and it is probably not directly related to Pall Mall.

The modern game is reputed to have started in Ireland in the 1830s and taken to England during the 1850s. It became an instant success, one reason being because it provided the first opportunity for women to participate in an outdoor sport on an equal basis with men. Over the next 30 years standard rules were established and national competitions commenced. It is curious to note that the putting of your foot on the ball during the croquet stroke was outlawed in 1870, yet it still persists in 'home-brewed' rules of croquet to this day.

<http://www.oxfordcroquet.com/history/>

For detailed instructions on how to play backyard or 9-wicket croquet, see the attachment from the United States Croquet Association.

THE U.S. JUSTICE SYSTEM

The Queen of Hearts declares, “Sentence first, verdict afterwards!” Alice tells her, “Stuff and nonsense! The idea of having the sentence first!” So the Queen screams, “Off with her head!” Alice is quite correct that this is not the way the justice system works, not the British system or the American system. Read below to learn the basics of the structure of the U.S. justice system then put on the mock trial of Renee Hood vs. I.M.A. Wolf to get an idea of how a trial runs.

BASICS OF THE JUSTICE SYSTEM

The U.S. Constitution created a governmental structure for the United States known as federalism. Federalism refers to a sharing of powers between the national government and the state governments. The Constitution gives certain powers to the federal government and reserves the rest for the states.

Both the federal and state governments need their own court systems to apply and interpret their laws. Furthermore, both the federal and state constitutions attempt to do this by specifically spelling out the jurisdiction of their respective court systems.

The federal court system is structured as follows:

- **U.S. Supreme Court:** The Supreme Court of the United States sits at the apex of the federal court system. It is made up of nine judges, known as justices, and is presided over by the Chief Justice. It sits in Washington, D.C.
- **U.S. Circuit Courts of Appeal:** There are 13 U.S. Circuit Courts of Appeal in the United States. These courts are divided into 12 regional circuits and sit in various cities throughout the country. The U.S. Court of Appeals for the Federal Circuit (the 13th Court) sits in Washington. With the exception of criminal cases in which a defendant is found not guilty, any party who is dissatisfied with the judgment of a U.S. District Court (or the findings of certain administrative agencies) may appeal to the U.S. Circuit Court of Appeal in his/her geographical district. These courts will examine the trial record for only mistakes of law; the facts have already been determined by the U.S. District Court. Therefore, the court usually will neither review the facts of the case nor take any additional evidence. When hearing cases, these courts usually sit in panels of three judges.
- **U.S. District Courts:** There are 94 U.S. District Courts in the United States. Every state has at least one district court, and some large states, such as California, have as many as four. Each district court has between 2 and 28 judges. The U.S. District Courts are trial courts, or courts of *original jurisdiction*. This means that most federal cases begin here. U.S. District Courts hear both civil and criminal cases. In many cases, the judge determines issues of law, while the jury (or judge sitting without a jury) determines findings of fact.
- **Other federal courts:** There are several additional federal courts that deal with specific types of cases – U.S. Court of Claims, U.S. Court of International Trade, Magistrate judges, Bankruptcy courts, U.S. Court of Military Appeals, U.S. Tax Court and U.S. Court of Veterans’ Appeals.

No two state court systems are exactly alike. Nevertheless, there are sufficient similarities to provide an example of what a typical state court system looks like. Most state court systems are made up of:

- Two sets of trial courts: trial courts of limited jurisdiction (probate, family, traffic, etc.) and trial courts of general jurisdiction (main trial-level courts).
 - Trial courts of limited jurisdiction are courts that deal with only specific types of cases. They are often located in/near the county courthouse and are usually presided over by a single judge without a jury.
 - Trial courts of general jurisdiction are the main trial courts in the state system. They hear cases outside the jurisdiction of the trial courts of limited jurisdiction. These involve both civil and criminal cases. One judge (often sitting with a jury) usually hears them. In such cases, the judge decides issues of law, while the jury decides issues of fact. A record of the proceeding is made and may be used on appeal.
- Intermediate appellate courts (in many, but not all, states). Many, but not all, states have intermediate appellate courts between the trial courts of general jurisdiction and the highest court in the state. Any party, except in a case where a defendant in a criminal trial has been found not guilty, who is not satisfied with the judgment of a state trial court may appeal the matter to an appropriate intermediate appellate court. Such appeals are usually a matter of right (meaning the court must hear them). However, these courts address only alleged procedural mistakes and errors of law made by the trial court. They will usually neither review the facts of the case, which have been established during the trial, nor accept additional evidence. These courts usually sit in panels of two or three judges.
- The highest state courts (called by various names). Unlike federal judges, most state court judges are not appointed for life but are either elected or appointed (or a combination of both) for a certain number of years.

<http://www.uscourts.gov/EducationalResources/FederalCourtBasics/CourtStructure/UnderstandingFederalAndStateCourts.aspx>

Read through the script of the mock trial: Renee Hood vs. I.M.A. Wolf found at:

<http://lre.ncbar.org/resources/publications/mock-trial-scripts.aspx>

Other Sources

http://www.bbc.co.uk/schools/primaryhistory/victorian_britain/