



Synopsis

Travel down the rabbit hole and join Alice, one of literature's most beloved heroines, in her madcap adventures. Featuring updated songs from Disney's thrilling animated motion picture, *Disney's Alice in Wonderland JR.* is a fast-paced take on the classic tale.

The ever-curious Alice's journey begins innocently enough as she chases the White Rabbit. Her adventures become increasingly more strange as she races the Dodo Bird, gets tied up with Tweedle Dee and Tweedle Dum, raps with a bubble-blowing Caterpillar and beats the Queen of Hearts at her own game!

Roles are plentiful, including three Cheshire Cats and dozens of other wonderfully wacky characters, providing plentiful opportunities to showcase students of all different musical skill levels. A chorus of kids playing in the park, rock lobsters, talking fish, royal cards-men, unbirthdays partiers, as well as a group of mean-girl flowers, allows for a highly expandable cast size.

Story

On a perfect summer day in the park, Alice sees a White Rabbit hurrying by. Curious to know where he is going, Alice follows him into the dark tunnel, thus beginning her adventure. After the Doorknob counsels Alice to drink from a bottle then eat a cookie, Alice shrinks, thus allowing her to fit through a keyhole, beginning her adventures with the Wonderland creatures. The White Rabbit leads Alice into twin jabbering clowns, Tweedle Dee and Tweedle Dum, who teach her some manners. Then, she plays a wild game of musical chairs at the Mad Hatter's tea party. Following the advice of the Cheshire Cat, she ends up at the Mad Hatter's tea part along with the evil Queen of Hearts. Waking up, Alice realizes the entire story has been a dream!