

Societies -**Exploring &** writing



Poetry-Relationships



Language Change



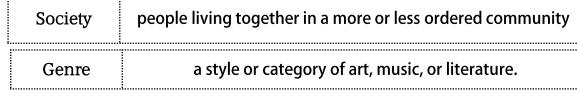
Detective writing

Detective reading

Dystopia



Year 8 Knowledge Organiser: Animal Farm (Allegory)



WHAT? **SQI**

What type of Government is described in the text you are reading?

What type of society is described in the text you are reading?

Types of society

Hunting & Gathering



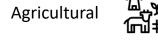
Pastoral

Horticultural





Feudal





Industrial

Post- industria



Бузторіа			
Utopia			
Allegory			
Fable			
Post- apocalypti			
Surveillance			
Dehumanised			
Oppression			
Propaganda			
Rebellion			
Ideology			
Dissent			
Inequality			
Censorship			

Authoritarian

Forms of	Democracy	Socialism	
Government and leadership			
Theocracy	Oligarchy	Aristocracy	
\$ €			
Monarchy	Totalitarianism	Communism	
Monarchy	Totalitarianism	Communism	
Monarchy Colonialism	Totalitarianism Military Dictatorship	Communism	

Animal Farm, George Orwell (1945)

Orwell wrote the novel as an allegorical tale that links with the history of the Soviet Union. The book was viewed as incredibly controversial and rejected by several publishers before being published.

Key Characters
Old Major: Wise, old pig. Starts the rebellion
Mollie: Shallow and childish mare; deserts the farm
Snowball: Hero of the Battle of the Cowshed, expelled by Napoleon and used as a scapegoat.
Clover: Caring and loyal, has little control; realises what is happening
Boxer: Innocent but hard working, very strong and selfless.
Mr Whymper: Sly solicitor who helps Napoleon.
Mr Jones: drunken owner of Animal Farm.
Napoleon: Controlling dictator. Leads by fear and propaganda.
Pilkington and Frederick: Owners of the neighbouring farms
Squealer: Napoleon's mouthpiece

Powerful Persuasive Language	
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Plot summary:

- 1) Old Major's speech/ dream
- 2) The rebellion; the milk disappears
- 3) Harvest; education by the pigs; milk and apples to the pigs.
- 4) Battle of the Cowshed
- 5) Mollie deserts; Snowball's expulsion
- 6) Trade with humans; beds; storm topples the windmill
- 7) Starvation; sacrifice; executions
- 8) The next year: executions; trade; tricks; destruction of the windmill
- 9) Boxer's fate
- 10) Years pass: life now; 2 windmills; 2 legs; 1 commandment; card game

<u>Themes</u>	<u>Symbols</u>
 Leadership Control Lies and Propaganda Violence Pride and Belonging Dreams and Hopes 	 Songs Meetings The Windmill Dogs Milk, apples, whiskey The Barn Sugarcandy Mountain

Vocabulary						
Scapegoat	Commandment	Allegory	Satire	Comrade		
a person who is blamed for the wrongdoings, mistakes, or faults of others	a divine rule	a story, poem, or picture that can be interpreted to reveal a hidden meaning, typically a moral or political one.	the use of humour, irony, exaggeration, or ridicule to expose and criticize people's stupidity or vices, particularly in the context of politics	a colleague or a fellow member of an organization.		