



Societies – Exploring & writing



Poetry-Relationships



Language Change

Detective - writing

Detective - reading



Year 8 Knowledge Organiser: Animal Farm (Allegory)

Society	people living together in a more or less ordered community
Genre	a style or category of art, music, or literature.

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?

Dystopia
Utopia
Allegory
Fable
Post- apocalyptic
Surveillance
Dehumanised
Oppression
Propaganda
Rebellion
Ideology
Dissent
Inequality
Censorship
Authoritarian

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

Types of society

Hunting & Gathering



Pastoral

Horticultural



Feudal

Agricultural



Industrial

Post- industrial



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

Themes

- Leadership
- Control
- Lies and Propaganda
- Violence
- Pride and Belonging
- Dreams and Hopes

Symbols

- 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.