

# Autumn | English | Animal Farm

## Chapter 1: The quest for a better life

- We learn about a neglectful farmer, Mr Jones.
- Old Major gives an important speech.
- A song called 'Beasts of England' is sung.

## Chapter 2: Reasons for rebellion

- A key character dies.
- Animalism is established and rebellion follows.
- The 7 commandments are decided.

## Chapter 3: The rise of a new regime

- The pigs become the leaders.
- Napoleon and Snowball grow to be rivals.
- Squealer is established as the mouthpiece for the regime.

## Chapter 4 and 5: Conflict grows

- The Battle of the Cowshed take place.
- Snowball plans to build a windmill.
- Napoleon uses dogs to chase away Snowball and instil fear in the others.

## Chapter 6 and 7: Life gets harder for the many

- Napoleon trades with neighbouring farms.
- The pigs move into the farmhouse.
- Boxer works even harder, but a violent storm destroys the windmill.
- Napoleon carries out executions.

## Chapter 8: Memories are manipulated

- More commandments are adapted as Napoleon retreats from public life.
- The second windmill is finished but then blown up by Frederick and his men.
- The pigs consume whisky.

## Chapter 9 and 10: The betrayal of a hero

- Boxer collapses from exhaustion and is then betrayed.
- The pigs walk on two legs. The pigs and humans become so alike that they cannot be distinguished from one another.



Socialism	An economic system where the country's trade and profit is shared by the whole community.
Authoritarian	Favouring complete obedience to authority as opposed to individual freedom.
Allusion	A brief and indirect reference to a person, place, thing or idea of historical, cultural, literary or political significance.
Dictatorship	A form of government in which absolute power is given to a dictator.
Allegory	Where a text can be interpreted to reveal a hidden meaning, typically a moral or political one.
Mouthpiece	Being a voice for someone.
Dystopian	The genre is usually set in a bleak and apocalyptic future with technology used as a tool for power.
Propaganda	Information, especially of a biased or misleading nature, used to promote a political cause or point of view.
Status Quo	The existing state of affairs, in regard to social or political issues.
Rising action	series of relevant incidents that create suspense, interest, and tension in a narrative.
Climax	The highest point of tension and drama in a story.
Pathetic fallacy	Giving human qualities to aspects of nature or using nature to reflect human emotions or events in a story.
Emotive language	The term used when certain word choices are made to evoke an emotional response.