

Familiar with the farm

Look at the list below. Connect the character's name to the descriptive quotation.

a) Squealer	1. '... a stout motherly mare approaching middle life, who had never quite got her figure back after her fourth foal.'
b) Clover	2. 'He was twelve years old and had lately grown rather stout, but he was still a majestic-looking pig, with a wise and benevolent appearance ...'
c) Moses	3. 'He was a brilliant talker, and when he was arguing some difficult point he had a way of skipping from side to side and whisking his tail which was somehow very persuasive.'
d) Benjamin	4. '... a large, rather fierce-looking Berkshire boar, the only Berkshire on the farm, not much of a talker, but with a reputation for getting his own way.'
e) Boxer	5. '... Mr. Jones's especial pet, was a spy and a tale-bearer, but he was also a clever talker.'
f) Napoleon	6. '... the oldest animal on the farm, and the worst tempered. He seldom talked, and when he did, it was usually to make some cynical remark.'
g) Snowball	7. '... an enormous beast, nearly eighteen hands high, and as strong as any two ordinary horses put together.'
h) Old Major	8. '... the foolish, pretty white mare who drew Mr. Jones's trap'
i) Mollie	9. '... a more vivacious pig than Napoleon, quicker in speech and more inventive, but was not considered to have the same depth of character.'

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Work in pairs and find or draw a picture of each of the main characters. Stick the picture in the middle of a sheet of paper and surround it with speech bubbles in which you write quotations from that character, or about the character and your own notes on their actions.

Alternatively, you could do this on a computer, if you wish.

Look at the exemplar below.

Benjamin the donkey

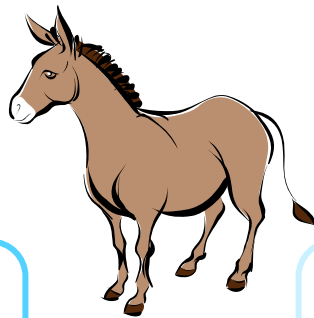
He is quite cynical about the revolution. It is almost as though he knows what will happen and that it won't be to the animals' benefit.

He lies down next to Boxer after his collapse and keeps the flies off his friend with his tail. This is a thoughtful act which shows he cares.

Oldest animal on farm: 'None of you has seen a dead donkey.'

Fights bravely at the Battle of the Cowshed alongside the other animals: 'Benjamin turned around and lashed at them with his small hoofs.'

Best reader but refuses to use skill, except when Boxer is taken away and he calls the others 'fools'.



His only philosophy is 'things never had been nor ever could be much better or much worse – hunger, hardship and disappointment being ... the unalterable law of life.'

His friendship with Boxer is his only feeling. '... they were astonished to see Benjamin come galloping from the direction of the farm buildings, braying at the top of his voice'.

After Boxer's death, he is described as 'more morose and taciturn than ever'.

'He said God had given him a tail to keep the flies off, but that he'd sooner have no tail and no flies.'

If you prefer you could share out the characters and then make a class display of the character sheets, or print off enough copies for the whole class, so that everyone has access to the information.

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Dairy diaries

Imagine you are **either** Clover **or** Napoleon and write entries in your diary for at least **three** of the following events:

- Old Major's speech and the singing of 'Beasts of England'
- the Revolution and how the animals felt
- the pigs keeping the milk and apples
- the Battle of the Cowshed
- the arguments between Napoleon and Snowball, and Snowball's expulsion from the farm
- the building of the windmill and the pigs' move into the farmhouse
- the trading with the neighbouring farms
- the executions and the banning of 'Beasts of England' the rebuilding of the windmill and the battle of the windmill
- Boxer's collapse and removal from the farm
- the pigs' appearance walking on two legs and with whips
- the final scene in the farmhouse.

Character cards

Test each other using the cards below. You should agree your answers and write them down.

Then check with another pair, and eventually look up your answers in the novel. When you have checked your answers, work with a partner and find appropriate evidence from the novel to support each one.

Make brief notes about your quotations. Show how your chosen evidence is relevant to the point you are making and how it may suggest an underlying meaning.

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Card 1 – Napoleon

1. What does his name suggest?
2. What contribution does Napoleon make to the revolution?
3. How does he behave towards Snowball?
4. How does he communicate with the other animals?
5. How does he finally seize power?
6. What is his view of the farm and the other animals?
7. How does he behave over the windmill?
8. Why does he make Animal Farm a republic?
9. How does he behave towards his neighbours over trade?
10. How does he treat Boxer when he becomes ill?
11. What human behaviour does he imitate towards the end of the novel?
12. What is his final act of betrayal?

Card 2 – Squealer



1. What does his name suggest?
2. What role does he have after the rebellion?
3. How does he teach the sheep about Animalism?
4. How does he explain the missing milk and apples?
5. What does he tell the animals about the reason for building the windmill?
6. How and why does he change the commandments?
7. What is his explanation for the windmill's destruction?
8. How does he create an atmosphere of fear and mistrust about Snowball's supposed visits to the farm?
9. How does he present Napoleon to the other animals?
10. How does he prevent the animals questioning their situation?
11. Where does his loyalty lie?
12. Why do the other animals believe him?

Card 3 – Boxer



1. What is his role in the rebellion?
2. What is his personal motto?
3. How does he set an example to the animals after the rebellion?
4. What is his main asset?
5. What is his main drawback?
6. How does he respond to Napoleon?
7. What is his attitude towards Snowball's expulsion?
8. How does he defend Snowball against Squealer?
9. What is his relationship with Clover?
10. How does he feel about Benjamin?
11. What is the final reward for all his loyalty and hard work?
12. How is his death presented to the other animals?



Card 4 – Snowball

1. What does his name suggest?
2. What part did he play in the rebellion?
3. What was his role in the Battle of the Cowshed?
4. How does he use his writing and drawing skills?
5. How does he make use of the books in the farmhouse?
6. Why does he suggest a windmill would be useful?
7. What is his vision for the farm?
8. Why does he pose a threat to Napoleon?
9. How does Napoleon get rid of him?
10. How do Napoleon and Squealer use Snowball after he has gone?
11. How do the other animals think of Snowball
 - a) at the Battle of the Cowshed?
 - b) after Napoleon links him with Jones?

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Card 5 – Clover

1. What does Clover's protection of the lost ducklings at the first meeting suggest about her?
2. What does she tell Mollie?
3. How does she question the changing commandments?
4. What is her relationship with Boxer?
5. How does Clover react to the executions?
6. What doubts does she have about where the revolution has taken them after the deaths?
7. How does she help Boxer with his wounds after the Battle of the Windmill?
8. What does she try and persuade Boxer to do then?
9. How does she react to Boxer's collapse?
10. Why does she lead the way to the farmhouse at the end of the book?

Card 6 – Moses



1. What does his name suggest?
2. What is his relationship with Jones?
3. What is his role on Manor Farm?
4. What promises does he make to the animals?
5. How does Jones reward him?
6. What happens to him after the rebellion?
7. When and why does he return to the farm?
8. What is his relationship with the pigs after he comes back?
9. What does he tell the animals he has seen on his travels?

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Suggested answers

Napoleon

1. His name is the same as that of Napoleon Bonaparte who was a dictator and Emperor.
2. He makes little or no contribution to the rebellion except to enter the farmhouse and send for paint. He and Snowball are mentioned together and it is Napoleon who prevents them touching the milk.
3. Snowball does the organisation and Napoleon ignores it all, except to collect the puppies and hide them away. Gradually there are many arguments between them and Napoleon trains the pigs to start bleating when he is losing an argument. He is scornful about the windmill and when Snowball wins the animals over, he sets his dogs on him and drives him from the farm by force.
4. He takes control of the farm using the dogs and the sheep to silence opposition.
5. He communicates with the animals through Squealer, who is very persuasive. Occasionally he makes a prepared speech, but often does not appear at all.
6. He treats the farm like his personal kingdom and the animals like slaves, using Squealer to tell lies and the dogs to terrorise any who oppose him.
7. He makes Animal Farm a republic so he can become President and increase his personal power.
8. He plays his trading partners off against each other, although this misfires on him. He uses the money to get more riches for the pigs, while the other animals starve.
9. He sells Boxer to the knackers and uses the money to buy alcohol and brewing equipment.
10. Finally he begins to walk on his hind legs, wear clothes and carry a whip. He forms an alliance with his human neighbours and turns into a human being as he re-names the farm 'Manor Farm' again.

Squealer

1. His name suggests the noise made by a pig, but also means one who 'squeals' or betrays others.
2. He becomes the pigs' mouthpiece or go-between, explaining their actions so that they seem justified, even when they are clearly not.
3. He explains that the pigs need the milk and apples because it has been scientifically proved that they are necessary for pigs' health and the pigs need to stay healthy because they are brain workers who run everything. Without this Jones would come back.
4. He explains that Snowball stole the idea for the windmill from plans drawn up by Napoleon and Napoleon pretended to be against the windmill in order to get rid of Snowball's bad influence.
5. He changes the commandments by adding phrases at the end where necessary to support Napoleon's actions and convincing the animals their memories are faulty.
6. He explains the destruction of the windmill as Snowball's doing and creates an atmosphere of fear by saying that Snowball is a traitor with many agents spying on the farm. Every misfortune is blamed on Snowball and 'traitors' are found who make false confessions before being executed.
7. He presents Napoleon to the animals as the main hero of all the battles and the saviour of the rebellion, to whose wise rule they owe their freedom and their food.

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8. He prevents the animals questioning their situation by blinding them with a blizzard of facts and figures supposedly proving that things are better than ever.
9. His loyalty lies totally with Napoleon, which is in his own best interests. He has no conscience and is happy to send Boxer to his death for daring to question his lies about Snowball, and then to give a deceitful speech about Boxer's peaceful death in hospital afterwards.
10. The other animals believe him because they have no other source of information except their memories, which they don't trust any longer because of his lies and his twisting of the past.

Boxer

1. He helps the rebellion firstly by learning Animalism from the pigs and passing it on to the other animals using simple arguments. He uses his strength to knock a stable boy unconscious, but is terribly upset when he thinks he has killed him. He is a gentle giant.
2. His personal motto is 'I will work harder'.
3. He sets an example to the others by getting up earlier than them and working until later.
4. His main asset is his enormous strength, which he uses for the good of the community, especially when building the windmill. He is also very loyal to the farm.
5. His main drawback is his lack of intelligence which prevents him from seeing what the pigs are really like.
6. His reaction to Napoleon is admiration for his cleverness and it leads him to adopt a second motto, 'Napoleon is always right.'
7. He also admires Snowball, both for his brains and for his courage which he shows at the battle of the cowshed.
8. He defends Snowball against Squealer by saying that he does not believe he is a traitor and that he fought bravely at the battle of the cowshed. It is only when he hears that Napoleon has announced that Snowball is a traitor that he gives in. He is worried by Snowball's expulsion and the banning of debate, and feels that questions need to be asked but he can't think of the right words.
9. He and Clover are very close and have the same ideas and attitudes for the most part.
10. He is fond of Benjamin although he thinks he is a gloomy creature who should be more cheerful.
11. The reward for his tremendous work and unfailing loyalty is to be sent away to the glue factory so the pigs can buy more alcohol.
12. His death is presented as a peaceful hero's death with Napoleon telling lies about sending a wreath for his grave and saying that all animals should adopt his maxims.

Snowball

1. His name suggests both purity and something that doesn't last.
2. He works tirelessly for the rebellion, teaching the other animals and writing out the commandments. He has the best ideas and a clear vision of how to realise Old Major's dream, although he is happy to take the milk and apples with the other pigs.
3. He shows himself as a true leader at the battle of the cowshed, being compared with Julius Caesar, whose campaigns uses as a blueprint. He is also brave, attacking Jones despite being shot by him.

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4. He uses his writing skills to display the commandments and to re-christen the farm.
5. He also draws up complicated plans for building the windmill, using various books from the farmhouse.
6. He wants to create electricity using the windmill to drive a generator, so that the animals would have machines to do some of their work and some luxury in their stalls. He wants to improve their lives.
7. His vision for the farm is a prosperous happy place, where the animals would produce enough food for everyone with the minimum of labour and have leisure time to enjoy themselves.
8. He poses a threat to Napoleon's desire to seize power for himself and enrich himself at the expense of the others.
9. Napoleon uses brute force, in the shape of the dogs, to drive Snowball from the farm – he only just escapes with his life.
10. Napoleon and Squealer then gradually blacken Snowball's memory and turn him into a cowardly traitor with undercover agents trying to destroy Animal Farm.
11. At first the other animals support Snowball, because he was the hero of the battle of the cowshed and he promised them a new and splendid way of life, but as time goes on Squealer persuades them that their memories are faulty and they believe the lies he spreads. He is used as a threat to keep the others unified against him, rather than the humans.

Clover

1. Clover is shown protecting a brood of lost ducklings which suggests her kind and motherly feelings towards the other animals. She and Boxer are careful where they put their great hooves in case they tread on a smaller creature.
2. She tries to persuade Mollie that it is wrong to want ribbons and sugar and to communicate with humans – without much success.
3. She is troubled by the fact that she remembers rules laid down by Old Major and agreed by the animals which seem to be changing, but she blames her faulty memory.
4. She and Boxer are very close and agree on most things, although Clover is more questioning than Boxer.
5. She is terribly upset by the executions and cannot believe such things are happening. She is the focal point for the other unhappy animals and she starts the singing of 'Beasts of England' for comfort, until that too is banned,
6. She wonders what the rebellion has all been for if it ends with animals killing each other but she has to accept it.
7. After Boxer is wounded she chews herbs into poultices to place on his wound until it heals.
8. She tries to persuade Boxer that he should take things more easily because he is not getting younger.
9. She reacts to Boxer's collapse by sending a message to the pigs, who send some pink medicine from the bathroom cabinet.
10. At the end of the book, she is the oldest animal on the farm, except for Benjamin, and she uses her senior position to lead the other animals up to the farmhouse and look in at the windows to see what the row is all about. Her old eyes watch as the pigs and men become the same.

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Moses

1. His name is that of the Jewish leader in the Old Testament who took his people to the Promised Land.
2. He is Jones's special pet and tells tales on the animals.
3. He keeps the downtrodden animals happy by telling them of the wonderful place they will go after death – for those that believe him.
4. He promises them a land called Sugarcandy Mountain, which is full of linseed cake and lump sugar where clover is always in bloom.
5. Jones gives him crusts soaked in beer as a reward.
6. After the rebellion, he disappears and there is no sign of him.
7. He returns to the farm after Napoleon is President of the republic and in the same position as Jones at the start.
8. It is to the pigs' advantage to have Moses spreading his future promises as these take the animals' minds off their miseries.
9. He tells the animals that while he has been absent he has travelled to Sugarcandy Mountain and seen its wonders for himself.