

Theme: George Orwell's *Animal Farm***I) Questions on AF**

The following questions each refer to one of the 10 chapters of *Animal Farm* in consecutive order. Restrict your answers to the respective chapter and include relevant details in your answer such as names, incidents and circumstances.

Chapter 1: In what way is the rebellion of chapter 2 prepared?

Chapter 2: Describe details of the rebellion that takes place in this chapter. What changes does the rebellion bring for the animals?

Chapter 3: How do the larger animals, i.e. the pigs, the horses and the donkey develop after the rebellion? What are their different roles? Use names when characterizing individual animals.

Chapter 4: Describe the propaganda war and the physical war fought in this chapter. What name is this war later given? What is its outcome?

Chapter 5: Give details of the growing rivalry between Snowball and Napoleon.

Chapter 6: In what way do the dreams of creating better living conditions for the animals slowly erode?

Chapter 7: "Napoleon is always right" – how does this new doctrine affect the animals' lives?

Chapter 8: How do relations between *Animal Farm* and its neighbours Pilkington and Frederick develop? How and why is the commandment "No animal shall drink alcohol" changed?

Chapter 9: In what way can Boxer be called the sad hero of this chapter?

Chapter 10: In a number of ways the "revolution" on *Animal Farm* is completed in the final chapter. Name and explain these final developments.

II Working on the text

On the third Sunday after Snowball's expulsion, the animals were somewhat surprised to hear Napoleon announce that the windmill was to be built after all. He did not give any reason for having changed his mind, but merely warned the animals that this extra task would mean very hard work, it might even be necessary to reduce their rations. The plans, however, had all been prepared, down to the last detail. A special committee of pigs had been at work upon them for the past three weeks. The building of the windmill, with various other improvements, was expected to take two years. That evening Squealer explained privately to the other animals that Napoleon had never in reality been opposed to the windmill. On the contrary, it was he who had advocated it in the beginning, and the plan which Snowball had drawn on the floor of the incubator shed had actually been stolen from among Napoleon's papers. The windmill was, in fact, Napoleon's own creation. Why, then, asked somebody, had he spoken so strongly against it? Here Squealer looked very sly. That, he said, was Comrade Napoleon's cunning. He had seemed to oppose the windmill, simply as a manoeuvre to get rid of Snowball, who was a dangerous character and a bad influence. Now that Snowball was out of the way, the plan could go forward without his interference. This, said Squealer, was something called tactics. He repeated a number of times, "Tactics, comrades, tactics!" skipping round and whisking his tail with a merry laugh. The animals were not certain what the word meant, but Squealer spoke so persuasively, and the three dogs who happened to be with him growled so threateningly, that they accepted his explanation without further questions.

Annotations: 11 sly – not honest 12 cunning – calculated cleverness 14 interference – act of hindering 15 skip – hop; whisk – move quickly 17 threaten – example: The robber threatened the cashier with a gun to make him hand over the money.

1. For what reason is there a need for a speaker who can persuade the animals? (Of what do they have to be persuaded?)
2. Work closely on the text to characterize Squealer's qualities as a political speaker.
3. Compare Squealer and Old Major as speakers. Include the "political" aims that unite or separate them in your comparison.