Y8. Summer Term. Animal Farm by George Orwell. Knowledge Organiser

Chapter 1: The animals of Manor Farm gather in the barn to hear about Old Major"s dream.

Chapter 2: Mr Jones pushes the animals too far. They rise up in Rebellion.

Chapter 3: The animals enjoy their new-found freedom, But are the pigs enjoying it too much?

Chapter 4: The Battle of the Farmvard! Can the animals survive the farmers' attack?

Chapter 5: Snowball wants to build a windmill. But Napoelon has other ideas...

Chaper 6: There are ups and down with the windmill. The pigs act more suspiciously.

Chapter 7: The animals are afraid. There are enemies without and within...

Chapter 8: A surprise atťack devastates the farm. The pigs take a liking to alcohol.

Commandments

and needs

Chapter 9: Boxer is hurt and is taken away in a mysterious van.

Allegory - a story with a hidden meaning

Animalism – the beliefs expressed in the Seven

Anthropomorphism - when non-human entities (animals or objects) are given human characteristics

Characterisation - the creation of a character **Communism** – a system in which all property is owned by the community and each person contributes and receives according to their ability

Chapter 10: Life goes on at Animal Farm. But how much has actually chanaed?























Karl Marx – wrote a theory about the struggles between the workers and their leaders

Character - a person in a story

Lenin - Leader of the Russian Revolution

Russian Revolution – when the Bolsheviks (communists) took control of Russia in 1917

Seven Commandments – the rules that the animals of Animal Farm follow

Socialism – a system which advocates that the means of production, distribution, and exchange should be owned or regulated by the community as a whole

Soviet Union – a nation of socialist republics, chiefly Russia

Stalin - a dictator of the Soviet Union

Theme - an idea explored by a writer

Characters

Napoleon - a ruthless and cunning pig

Snowball - an intellectual pig

Squealer - a pig who is very good at talking

Boxer - a hardworking horse

Mr Jones – a cruel farmer who neglects his animals

Pilkington – a farmer who wants to trade with Animal Farm

Frederick- a farmer who wants to trade with Animal Farm

Old Major - an old pig with a hopeful dream for the future



