Animal Farm Chapter 1 & 2 Exercise
Animalism Guide

Define Pre-Reading Vocabulary

Comrade –
Foal –
Knacker –
Lest -
Mare –
Miserable –
Rebellion –
Trotter –
Accord –
Commanded a view –
Disciples –
Disheartened –
Drawing-room –
Expounded –
Harness –
Gambol –
Lowing –
Shrill –
Stove in –

Write the rules of Animalism in your own words
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
Other Animalism Principles (hint: check Old Major's speech)
_____
_____

Comprehension Questions Chapter 1 – Answer these questions while or after you read.

1. Why does Old Major think revolution is possible at Manor Farm?

2. Who is the enemy? Why?

3. What happens to young pigs when they get older? What does Jones do with old dogs?

4. Who dislikes wild animals such as rats and rabbits? Are they comrades?

5. What was Old Major's dream about?

Comprehension Questions Chapter 2 – Answer these questions while or after you read.

1. What happens after Old Major dies, and before the rebellion?

2. Why do the animals dislike Moses' story about Sugarcandy Mountain. What is it a metaphor for?

3. What events lead to the beginning of the rebellion?

4. What do the animals do after the humans are run off of the farm?

Other Questions – Be prepared to discuss these in class.

1. Look at Old Major's speech. Find an example of each persuasive technique.

Rule of Three -

Exaggeration -

Alliteration -

Repetition -

Rhetorical Questions -

Emotive Language -

2. Why are humans considered the enemies of the animals?

3. Are there any similarities to human society?

Thought Activity

Each commandment Old Major gives represents a vice (a negative behavior).
What vice does each commandment represent?

1. Which commandments do you agree with? Why?

2. Who are the leaders of the rebellion? Why? What do you think will happen next?

3. At the end of the chapter, the milk disappeared. What happened to it? What does this mean?

Rebellion

If you were an animal on Animal Farm, argue about the pros and cons of
rebellion.

Pros	Cons