Chapter One

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?  
6. Why are humans considered the enemies of the animals?  
7. Are there any similarities to human society?

Chapter Two

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?

5. What are the pros and cons of an animal rebellion?

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

next?

7. At the end of the chapter, the milk disappeared. What happened to it?

What does this mean?

Chapter Three

1. What are the animals proud of?

2. Who can read?

3. Who aren’t hard workers?

4. Who can eat apples? Why?

5. Who will raise the dogs? Why?

6. Summarize Animalism in one sentence.

7. What do we learn about these characters abilities and personalities:

* Boxer
* Snowball
* Napoleon
* Squealer
* Mollie
* Old Benjamin

8. What are Napoleon’s ideas about education? Why do you think he

believes this?

9. Why are birds included in Animalism’s maxim? What do hands represent?

Chapter Four

1. What lies did the humans tell about Animal Farm?

2. Who died during the attack?

3. Who received a reward?

4. Why do you think the humans were becoming angry and scared?

5. Who did not take part in the Battle of Cowshed? What does this say about

them?

Chapter Five

1. What happened to Mollie? Why?

2. Why does Snowball want to build a windmill? How did Napoleon feel? The

other animals?

3. What happened to Snowball?

4. What is the relationship between Snowball and Napoleon? Provide

examples from the book.

5. Why is this quote about the dogs significant: “It was noticed that they

wagged their tails to [Napoleon] in the same way as the other dogs had

been used to do to Mr. Jones.”

Chapter Six

1. How did work change on Animal Farm?

2. What was Mr. Whymper’s role?

3. What is Squealer’s role?

4. What happened to the windmill?

5. Why did the animals feel a “vague uneasiness” *again.*

Chapter Seven

1. What propaganda is being spread on the farm?

2. What happened to many animals? Why?

3. What historical facts have changed?

4. What great change happened at the end of this chapter? Why?

5. Napoleon is wearing medals. Why is this significant?

6. What historical facts have changed? Give evidence.

7. Why did Orwell choose the pigs as leaders, dogs as guards, horses as

workers, etc. What traits do these animals and their historical counterparts

have?

Chapter Eight

1. How was Napoleon referred to formally?

2. What was painted on the wall opposite the Seven Commandments?

3. What was Pinkeye’s job?

4. Who bought the wood? What was discovered about the banknotes?

5. Summarize the events of the Battle of the Windmill.

6. Who earned the Order of the Green Banner? How?

7. What was wrong with Napoleon when Squealer said he was dying?

Chapter Nine

1. Describe retirement on Animal Farm. What ages do the animals retire?

Why will they get?

2. What were animals to do if they met a pig on the path?

3. What would pigs wear on Sundays?

4. When Boxer is fallen, what does he say it is? Why do you think he is really

sick? How close is he to retirement?

5. Where did Napoleon say he would send Boxer for help?

6. Where do they take Boxer?

Chapter Ten

1. What do the pigs begin to do that horrifies and amazes the other animals?

2. What is the new maxim?

3. The Seven Commandments are reduced to one commandment. What is

it?

4. Mr. Pilkington said that the lower animals on Animal Farm did \_\_\_\_\_\_\_ work

and received \_\_\_\_\_\_\_ food than any other farm in the county.

5. In Napoleon’s last speech, what changes does he make about:

* The word “Comrade”
* The boar’s skull
* The flag
* The name of the farm