Materials on Animal Farm

Animal Farm Summary

Chapter I

Mr. Jones, the owner of Manor Farm, stumbles drunkenly up to bed as the farm animals wait in still silence. The moment he is out of sight, they begin to bustle around, preparing themselves for the big meeting that is to take place that night. Old Major has called the meeting to discuss a strange dream he had the previous night. He is waiting for his fellow animals in the big barn. The first animals to arrive are the three dogs, Bluebell, Jessie, and Pincher, followed by the pigs. Hens, pigeons, sheep, and cows arrive, as well as the horses, Boxer and Clover. Muriel, the white goat, and the donkey Benjamin follow. A group of motherless ducklings wanders in and Clover, being the motherly type, forms a safe place for them to sit with her leg. Mollie, the young mare, arrives just before the cat, who settles in between Boxer and Clover. The only animal missing is Moses, the raven, who is sleeping on his perch behind the barn door.
Old Major addresses the animals, calling them, "Comrades." He explains that, because he is getting old and may die soon, he wishes to impart his wisdom. Over his lifetime, he has come to the conclusions that "No animal in England is free" and "The life of an animal is misery and slavery" (28).

Old Major states that animals' domination by Man is the sole reason they cannot be free, happy, and fulfilled. Man is "the only creature that consumes without producing." His only job is to be "lord of all the animals," which makes him "the only real enemy" animals have. Man overworks animals only to rob them of the fruits of their labor, and treats them only well enough to survive and provide more labor. When Man is done with an animal, he slaughters it cruelly.

According to Old Major, Rebellion is the path to freedom. Overthrowing the human race would make animals "rich and free" almost instantly. Old Major begs the other animals to devote the rest of their lives to the cause of Rebellion and to reject the idea that they have co-dependence with Man. Furthermore, the animals must be united in order to overthrow man: "All men are enemies. All animals are comrades" (31). Despite this saying, he is not sure whether wild animals count.

Old Major holds a vote to decide whether domesticated animals should unite with wild animals. Only the dogs and the cat vote no, although the cat is not paying attention and votes twice. After the vote, Old Major crystallizes his point, stating: "Whatever goes upon two legs is an enemy. Whatever goes upon four legs, or has wings, is a friend." He adds the additional point that, once they have achieved victory, animals must not emulate Man. They must not wear clothing, live in houses, or copy any of Man's other "evil" habits.

Finally, Old Major relates his dream to the animals. His dream was about the state of happiness that will exist once Man is eliminated. In the dream, a tune his mother and the other sows sang to

him in his childhood returned to him, and new words accompanied the tune. Old Major is sure that he has, in his dream life, uncovered an old animal anthem that has lain dormant for generations. It is called "Beasts of England," and he sings it to the other animals. Orwell describes the song as "a stirring tune, something between Clementine and La Cucaracha" (32). The song glorifies the freedom and joy that will follow "Tyrant Man's" overthrow, and he urges all animals to "toil for freedom's sake," even if they die before the cause is won.

The song rouses the animals, even the dullest of whom learn it in minutes. In fact, the animals are so taken with the song that they sing it five times in unison. The ruckus awakes Mr. Jones, who fires several bullets from his shotgun into the barn wall. The animals rush to their sleeping places, and the farm is silent once again.

Chapter II

Old Major dies three nights after the meeting that united the animals. Over the next three months, the more intelligent animals begin to approach life differently. They now anticipate the Rebellion, for which they assume the task of preparing. The pigs take on the task of organizing and teaching the other animals because they are "generally recognized as being the cleverest of the animals" (35).
Snowball, Napoleon, and Squealer have taken charge especially, and they have expanded Old Major's concept into a "complete system of thought" called Animalism. They hold frequent meetings in the big barn to espouse the views of Animalism to the other farm animals. At first, the animals are not convinced that they should follow Animalism. Some feel loyalty to Mr. Jones, some worry that they cannot be self-sufficient, and others, such as Mollie, worry about losing treats such as sugar and ribbons. Snowball contradicts Mollie, saying that the ribbons are "the badge of slavery" and that "liberty is worth more than ribbons" (37).
Moses causes trouble for the pigs by inventing an animal heaven called Sugarcandy Mountain., a utopia for another time. In contrast, Clover and Boxer are some of the pigs' strongest collaborators. Not being very intelligent themselves, Clover and Boxer memorize simple pro-Animalism arguments that they pass on to the others.
Monetary troubles plague Mr. Jones, leading him to drink excessively. The farmhands are lazy and fail to tend the farm well, yet hard times for Mr. Jones mean a leg up for the animals. In fact, Mr. Jones's misfortune makes the Rebellion come earlier than expected. On Midsummer's Eve in June, Mr. Jones gets so drunk that he passes out and neglects to feed the animals. Having gone unfed for hours, the animals break into the store-shed and eat. Mr. Jones and the farmhands rush in and begin whipping the animals indiscriminately, and the animals respond by attacking them in unison. The men are frightened and forced to flee the farm.

After a disbelieving calm, the animals barge into the harness-room and drown or burn all the implements of their former bondage. Snowball makes sure to burn the ribbons, which he calls tantamount to clothing, and states, "All animals should go naked" (40). The animals then help themselves to double servings of food and sleep better than they ever have. When they awake the next morning, they survey the farm with new eyes, absorbing the fact that it is now their own. Finally, they tour the farmhouse, seeing in disbelief the "unbelievable luxury" in which the

Joneses had lived. Then the animals agree to leave the farmhouse intact as a museum. They confiscate a few hams for burial and leave.

The pigs reveal that they have taught themselves to read and write from an old children's book, which they burned in the bonfire of human belongings. Snowball uses paint to replace the title "Manor Farm" with "Animal Farm" on the farm gate. Back in the big barn, they reveal that they have reduced Animalism to Seven Commandments. The animals must live by these commandments "for ever after." The commandments, which Snowball writes on the wall with some typographical errors, are:
1. Whatever goes upon two legs is an enemy.
2. Whatever goes upon four legs, or has wings, is a friend.
3. No animal shall wear clothes.
4. No animal shall sleep in a bed.
5. No animal shall drink alcohol.
6. No animal shall kill any other animal.
7. All animals are equal.

After reading the Seven Commandments out loud, Snowball declares that the animals must begin the hay harvest. Three cows interrupt his thought by lowing in pain, since their udders are full to bursting. Some pigs milk the cows, producing "five buckets of frothing creamy milk" (44). The animals wonder what to do with the milk, but Napoleon puts off that decision for a later time. The animals begin the harvest in the fields, and when they return the milk is gone.

Chapter III

The harvest is more of a success than Mr. Jones and his men ever accomplished, despite the fact that the tools are not well suited for animals to use, especially without the animals rearing up on their hind legs. The pigs supervise the others but do not participate in the manual labor. With the "parasitical human beings" out of the way, the animals enjoy a feeling of abundance for the first time. They have more leisure, and their food tastes all the better for their having gathered and portioned it out themselves.
On Animal Farm, everyone works "according to his capacity." Boxer is invigorated and pushes himself to work harder than ever; because he is strong and big, he contributes to the most strenuous labor. In contrast, the hens and ducks work at gathering small bits of corn that the bigger animals would not be able to gather. The system of Animalism is working well: every animal is satisfied with his share of the labor and its fruits. No one steals or argues, and very few shirk their responsibilities, with the exception of the cat and frivolous Mollie.
Every Sunday is a day of rest and devotion to Animalism on Animal Farm. The animals hold an hour-long ceremony at which they raise their new flag. The flag is green to represent England's pastures and features a hoof and horn that "represent the future Republic of the Animals" that will exist "when the human race [has] finally been overthrown" (48). A gathering called Meeting follows the flag raising, in which the animals plan the coming week and the pigs present resolutions for debate (none of the other animals are intelligent enough to think up resolutions). Snowball and Napoleon tend to debate the most and take opposite sides. The animals end each meeting by singing "Beasts of England."
The pigs set up a study center for themselves in the harness-room, where they study trades using Mr. Jones's books. Snowball begins organizing the animals into Animal Committees, including

the Egg Production Committee, the Clean Tails League, the Wild Comrades' Re-education Committee (to tame rats and rabbits), and the Whiter Wool Movement. These committees generally fail to produce results or remain cohesive. Snowball does succeed in teaching some of the animals to read, although most of them lack the intelligence needed for literacy. In fact, many of the animals lack the intelligence needed to memorize the Seven Commandments, so Snowball reduces Animalism's tenets to one simple saying: "Four legs good, two legs bad" (50).

As time goes by, the pigs begin to increase their control over the other animals. For example, when Jessie and Bluebell give birth to puppies, Napoleon takes them to an isolated loft where he can teach them. Napoleon believes that educating young, impressionable animals is more important than trying to re-educate older ones. It turns out that the pigs are mixing the cows' milk with their food. When the wind knocks ripe apples out of the orchard trees, the pigs claim the right to take them all, as well as the bulk of the coming apple harvest. The pigs claim that they need milk and apples in order to power their "brainwork." Squealer says that, were the pigs to stop eating milk and apples, they could lose their powers of organization and Mr. Jones could come back. The threat of Mr. Jones's return is enough to quell the other animals' doubts and questions.

Chapter IV

It is late summer. News of the Rebellion has spread to many other farms, thanks to Snowball's and Napoleon's pigeon messengers. Meanwhile, in the human world, Mr. Jones tells other farmers about the Rebellion. The fear of similar revolutions unites the owners of the farms adjacent to Animal Farm, even though they dislike one another. Easy-going Mr. Pilkington (of large, neglected Foxwood) and hard-nosed Mr. Frederick (of small, better-kept Pinchfield) spread rumors to discourage their animals from turning against them. They say that the animals on Manor Farm are starving. When this claim turns out to be clearly untrue, they claim that the animals are cannibals who practice all kinds of wickedness.
Despite the farmers' efforts to subdue ideas of rebellion, their animals begin lashing out against them. The animals resist the farmers' orders. They also adopt the infuriating habit of singing "Beasts of England."

In October, accompanied by several other farmers, Mr. Jones tries to recapture Animal Farm. Snowball has already trained the animals for war, however, and they take their defensive positions. The smaller animals attack the men and then pretend to retreat into the yard in defeat. Once the men follow, the larger animals ambush them. Mr. Jones kills one sheep and wounds Snowball several times with his gun, but the animals manage to overpower the humans. Boxer is thought to have killed a stable-lad, which upsets the stalwart horse. But it turns out that the boy is only injured, and he flees with the other men. The only animal who does not fight is Mollie, whom the animals discover cowering in her stall.
After the battle, the animals sing "Beasts of England" yet again. They invent a military honor called "Animal Hero, First Class," which they bestow upon Snowball and Boxer. Then they bury the fallen sheep and confer upon him posthumously the title of "Animal Hero, Second Class." The animals decide to call this conflict the Battle of the Cowshed. The agree to fire Mr. Jones's gun into the air twice a year, on the anniversaries of the battle (October 12) and of the Rebellion (Midsummer's Eve).

Chapter V

As winter approaches, Mollie's behavior becomes increasingly perturbed. She is late for work and feigns injury in order to shirk her duties. More seriously, Clover has spotted Mollie at the border of Foxwood, allowing Mr. Pilkington to stroke her nose and talk to her. Mollie denies the accusation, but her embarrassment confirms that she is lying. On a hunch, Clover goes to Mollie's stall and finds a hidden stash of sugar and ribbons. Mollie disappears soon after. She is seen in a painted cart, gussied up and taking sugar from a man who appears to be some kind of manager. The other animals never mention her again.

January brings bitterly cold weather. Since conditions are too harsh for farming, the animals hold many meetings. They have agreed that the pigs should make all policy decisions, which the other animals are to ratify. Snowball and Napoleon are in constant disagreement, and the other animals begin to take sides. The sheep support Napoleon and interrupt Snowball's speeches by bleating, "Four legs good, two legs bad." Snowball is the more progressive politician, promoting innovations to make the farm run more efficiently. Napoleon makes sure to oppose all of Snowball's ideas.

After some time, Snowball and Napoleon come into bitter conflict over a windmill. Snowball designates a piece of land for a windmill, which will provide electricity for the heretofore-primitive farm. He uses Mr. Jones's books to draft a detailed chalk blueprint, which fascinates the other animals. One day, Napoleon urinates on the blueprint to show his disdain.

Snowball estimates that the animals can complete the windmill with a year of hard labor, after which the time saving machine will shorten their workweek to three days. Napoleon counters with the idea that they will all starve to death in that time, and that the farm's primary concern should be increasing food production. The animals split into two groups, one called "Vote for Snowball and the three-day week," the other called "Vote for Napoleon and the full manger" (65). The only animal not to take a side is Benjamin, who is pessimistic about both plans.

Snowball and Napoleon engage in another major debate about how best to prepare for another human attack. Napoleon advocates the procurement of firearms as well as firearms training. Snowball advocates sending pigeons to rally the other animals; if rebellions occur everywhere, then the humans will stay at bay. The other animals do not divide over this issue because they cannot decide who is right.

Finally, Snowball completes his blueprint for the windmill. The animals hold a meeting at which Snowball wins over the majority with his descriptions of the leisurely life that the windmill will allow. Suddenly, Napoleon signals "nine enormous dogs wearing brass-studded collars," which barge into the barn and chase Snowball out. Snowball manages to escape through a hedge. The frightened animals gather once more in the barn. As it turns out, the nine dogs are Jessie's and Bluebell's puppies. They seem to consider Napoleon their master. Napoleon takes the stage and announces that Sunday meetings with all their accompanying debates will cease, and he will lead a small committee of pigs in making decisions. This mandate disturbs the other animals, but most of them are too dull to argue and too afraid of the dogs to show their disapproval. Four pigs protest briefly.

After the meeting, Squealer explains the new arrangement to the other animals. Just as in the case of the milk and apples, Squealer claims that taking on leadership responsibilities is a burden

for Napoleon and his committee; they do it only for the general welfare. If left to make their own decisions, he explains, the animals might make a wrong decision. He also calls Snowball a criminal; even if he was brave in the Battle of the Cowshed (an idea that Squealer also questions), "loyalty and obedience are more important." Squealer tells the animals, "Discipline, comrades, iron discipline! That is the watchword for today." Again as in the case of the milk and apples, Squealer ensures the animals' compliance by threatening Mr. Jones's return. Of all the animals, Boxer takes obedience to the pigs to heart most. He now has two personal maxims: "Napoleon is always right" and "I will work harder" (70).

Winter turns into spring. The pigs disinter Old Major's skull and place it at the base of the flagpole beside the gun. When they meet to receive their orders for the week, the animals no longer sit all together. Rather, the dogs and other pigs gather around Napoleon, Squealer, and another pig named Minimus. Only three days after Snowball's removal, Napoleon announces plans to build the windmill and make similar improvements to the farm. Squealer explains to the animals that Napoleon had never really opposed the windmill—in fact, it was "his own creation," which Snowball had copied. With evident pride, Squealer explains that Napoleon's feigned opposition to the windmill was simply a "maneuver" in his plan to expel Snowball for disobedience; it was a brilliant example of "tactics" (72).

Chapter 1

Quiz Questions

1. Why are all the animals going to the barn?

4. What do the humans do that makes them evil in Old Major's eyes?

5. What does Old Major warn the animals against doing after they defeat the men?

6. How does Old Major inspire the animals?

Ch. 2

Quiz Questions

1. Who leads the preparations for the rebellion?
2. What is Animalism?
3. Why don't the pigs like Moses?
4. Why does Mollie seem concerned about Animalism?
5. What prompts the rebellion?
6. What are the Seven Commandments?

Chapter III Questions

1. What is different about this year's harvest?
2. What do the animals do on Sundays?
3. Do Snowball and Napoleon get along?
4. What does Squealer explain about the milk and apples?

Chapter IV Questions

1. How do Snowball and Napoleon send word of the rebellion to other animals?
2. Who is Mr. Frederick?
3. What rumors spread about Animal Farm?
4. What do the animals name the battle?

Chapter V Questions

1. What has changed about Sunday meetings?
2. How are Napoleon and Snowball different?
3. Why does Napoleon oppose the windmill?
4. What does Napoleon decide about the windmill?

Character List

The Animals

Major An old boar whose speech about the evils perpetrated by humans rouses the animals into rebelling. His philosophy concerning the tyranny of Man is named Animalism by his followers. He also teaches the song "Beasts of England" to the animals.

Snowball A boar who becomes one of the rebellion's most valuable leaders. After drawing complicated plans for the construction of a windmill, he is chased off of the farm forever by Napoleon's dogs and thereafter used as a scapegoat for the animals' troubles.

Napoleon A boar who, with Snowball, leads the rebellion against Jones. After the rebellion's success, he systematically begins to control all aspects of the farm until he is an undisputed tyrant.

Squealer A porker pig who becomes Napoleon's mouthpiece. Throughout the novel, he displays his ability to manipulate the animals' thoughts through the use of hollow yet convincing rhetoric.

Boxer A dedicated but dimwitted horse who aids in the building of the windmill but is sold to a glue-boiler after collapsing from exhaustion.

Mollie A vain horse who prefers ribbons and sugar over ideas and rebellion. She is eventually lured off the farm with promises of a comfortable life.

Clover A motherly horse who silently questions some of Napoleon's decisions and tries to help Boxer after his collapse.

Benjamin A cynical, pessimistic donkey who continually undercuts the animals' enthusiasm with his cryptic remark, "Donkeys live a long time."

Moses A tame raven and sometimes-pet of Jones who tells the animals stories about a paradise called Sugarcandy Mountain.

Bluebell, Jessie, and Pincher Three dogs. The nine puppies born between Jessie and Bluebell are taken by Napoleon and raised to be his guard dogs.

The Humans

Mr. Jones The often-drunk owner of Manor Farm, later expelled from his land by his own animals. He dies in an inebriates' home after abandoning his hopes to reclaim his farm.

Mrs. Jones Jones' wife, who flees from the farm when the animals rebel.

Mr. Whymper A solicitor hired by Napoleon to act as an intermediary in Animal Farm's trading with neighboring farms.

Mr. Pilkington The owner of Foxwood, a neighboring and neglected farm. He eventually sells some of his land to Napoleon and, in the novel's final scene, toasts to Napoleon's success.

Jones**;** Mr. Frederick An enemy of Pilkington and owner of Pinchfield, another neighboring farm. Known for "driving hard bargains," Frederick swindles Napoleon by buying timber from him with counterfeit money. He later tries to attack and seize Animal Farm but is defeated.

Animal Farm Themes

1. Satire

Satire is loosely defined as art that ridicules a specific topic in order to provoke readers into changing their opinion of it. By attacking what they see as human folly, satirists usually imply their own opinions on how the thing being attacked can be remedied. Perhaps the most famous work of British satire is Jonathan Swift's *Gulliver's Travels* (1726), where the inhabitants of the different lands Gulliver visits embody what Swift saw as the prominent vices and corruptions of his time. As a child, Orwell discovered and devoured Swift's novel, which became one of his favorite books. Like *Gulliver's Travels*, *Animal Farm* is a satirical novel in which Orwell, like Swift, attacks what he saw as some of the prominent follies of *his* time. These various satirical targets comprise the major themes of Orwell's novel.

2. Tyrants

Broadly speaking, *Animal Farm* satirizes politicians, specifically their rhetoric, ability to manipulate others, and insatiable lust for power. Despite his seemingly altruistic motives, Napoleon is presented as the epitome of a power-hungry individual who masks all of his actions with the excuse that they are done for the betterment of the farm. His stealing the milk and apples, for example, is explained by the lie that these foods have nutrients essential to pigs, who need these nutrients to carry on their managerial work. His running Snowball off the farm is explained by the lie that Snowball was actually a traitor, working for Jones — and that the farm will fare better without him. Each time that Napoleon and the other pigs wish to break one of the Seven Commandments, they legitimize their transgressions by changing the Commandment's original language. Whenever the farm suffers a setback, Napoleon blames Snowball's treachery — which the reader, of course, knows is untrue. Napoleon's walking on two legs, wearing a derby hat, and toasting Pilkington reflect the degree to which he (and the other pigs) completely disregard the plights of the other animals in favor of satisfying their own cravings for power. Thus, the dominant theme of *Animal Farm* is the tendency for those who espouse the most virtuous ideas to become the worst enemies of the people whose lives they are claiming to improve.

3. The Soviet Union under Stalinism

Animal Farm is a satire of totalitarian governments in their many guises. But Orwell composed the book for a more specific purpose: to serve as a cautionary tale about Stalinism. It was for this reason that he faced such difficulty in getting the book published; by the time *Animal Farm* was ready to meet its readers, the Allies were cooperating with the Soviet Union. The allegorical characters of the novel represent specific historical figures and different factions of Imperial Russian and Soviet society. These include Karl Marx (Major), Vladimir Lenin (Major), Leon Trotsky (Snowball), Joseph Stalin (Napoleon), Adolf Hitler (Frederick), the Allies (Pilkington), the peasants (Boxer), the elite (Mollie), and the church (Moses).

The resemblance of some of the novel's events to events in Soviet history is indubitable. For example, Snowball's and Napoleon's power struggle is a direct allegory of Trotsky's and Stalin's. Frederick's trade agreement with Napoleon, and his subsequent breaking of the agreement, represents the Nazi-Soviet non-aggression pact that preceded World War II. The following Battle of the Windmill represents World War II itself.

Despite his fairy-tale clarity in satirizing some historical events, Orwell is less specific about others. For example, the executions in Chapter VII conflate the Red Terror with the Great Purge. The executions themselves bear resemblance to both events, although their details connect them more to the Moscow Trials than to the Red Terror. Squealer's subsequent announcement that the executions have ended the Rebellion connects them to the period of the Red Terror, however. Orwell leaves some ambiguity in the identities of the Rebellion and the Battle of the Cowshed. These ambiguities help the reader focus on the overall satire of Stalinism and the broader warning about the evils of totalitarian government.

4. Intelligence and Education as Tools of Oppression

From the very beginning of the novel, we become aware of education's role in stratifying Animal Farm's population. Following Major's death, the pigs are the ones that take on the task of organizing and mobilizing the other animals because they are "generally recognized as being the cleverest of the animals" (35). At first, the pigs are loyal to their fellow animals and to the revolutionary cause. They translate Major's vision of the future faithfully into the Seven Commandments of Animalism. However, it is not long before the pigs' intelligence and education turn from tools of enlightenment to implements of oppression. The moment the pigs are faced with something material that they want—the fresh milk—they abandon their morals and use their superior intellect and knowledge to deceive the other animals.

The pigs also limit the other animals' opportunities to gain intelligence and education early on. They teach themselves to read and write from a children's book but destroy it before the other animals can have the same chance. Indeed, most of the animals never learn more than a few letters of the alphabet. Once the pigs cement their status as the educated elite, they use their mental advantage to manipulate the other animals. For example, knowing that the other animals cannot read the Seven Commandments, they revise them whenever they like. The pigs also use their literacy to learn trades from manuals, giving them an opportunity for economic specialization and advancement. Content in the role of the intelligentsia, the pigs forgo manual labor in favor of bookkeeping and organizing. This shows that the pigs have not only the advantage of opportunity, but also the opportunity to reject whatever opportunities they like. The pigs' intelligence and education allow them to bring the other animals into submission through the use of propaganda and revisionism. At the book's end, we witness Napoleon's preparations to educate a new generation of pigs and indoctrinate them into the code of oppression.

5. Violence and Terror as Means of Control

In *Animal Farm*, Orwell criticizes the ways that dictators use violence and terror to frighten their populaces into submission. Violence is one of the yokes from which the animals wish to free themselves when they prepare for the Rebellion. Not only does Jones overwork the animals and steal the products of their labor, but he can whip or slaughter them at his discretion. Once the pigs gain control of the animals, they, like Jones, discover how useful violence and terror can be. They use this knowledge to their full advantage. The foremost example of violence and terror in the novel is the pattern of public executions. The executions can be said to represent both the Red Terror and the Great Purge, but they stand more broadly for the abuse of power. For example, they are also similar to the Taliban's public executions in Kabul's soccer stadium in modern Afghanistan.

Capital punishment for criminals is a hotly debated issue. Killing *suspected* criminals, as Napoleon does, is quite another issue. The executions perhaps best symbolize the Moscow Trials, which were show trials that Stalin arranged to instill fear in the Soviet people. To witnesses at the time, the accused traitors' confessions seemed to be given freely. In fact, they were coerced. Napoleon likely coerces confessions from many of the animals that he executes. Orwell's use of the allegory genre serves him well in the execution scene. Execution with weapons is a violent and horrifying act, but many people have become desensitized to it. Orwell's allegorical executioners, the dogs that kill cruelly, portray the bloody and inescapably animalistic side of execution.

Terror comes also in threats and propaganda. Each time the animals dare to question an aspect of Napoleon's regime, Squealer threatens them with Jones's return. This is doubly threatening to the animals because it would mean another battle that, if lost, would result in a return to their former lifestyle of submission. Jones's return is such a serious threat that it quashes the animals' curiosity without fail. The other major example of fear tactics in the novel is the threat of Snowball and his collaborators. Napoleon is able to vilify Snowball in the latter's absence and to make the animals believe that his return, like Jones's, is imminent. Snowball is a worse threat than Jones, because Jones is at least safely out of Animal Farm. Snowball is "proved" to be not only lurking along Animal Farm's borders but infiltrating the farm. Napoleon's public investigation of Snowball's whereabouts cements the animals' fear of Snowball's influence. In modern language, Snowball is pegged as the terrorist responsible for the infringements on the rights and liberties instigated by the pigs.

6. Exploitation and the Need for Human Rights

Exploitation is the issue around which the animals unite. Initially, the animals do not realize Jones is exploiting them. For this reason, Old Major's speech is a revelation of momentous proportions. Major explains to the animals that they are enslaved and exploited and that Man is to blame. He teaches them not only what exploitation means, but also the fact that it is not inevitable. Orwell suggests that exploitation is, in fact, bound to happen when one class of society has an advantage over another. The opposite of exploitation, according to Major, is the state of being "rich and free." Major's ideas about animal rights symbolize the importance—and scarcity—of human rights in an oppressive regime. Gaining freedom does not necessarily lead people also to become rich, but it is better to be poor and free than poor and exploited.
All the animals on Animal Farm are exploited under Napoleon's control, save the pigs. Even the dogs, which work closely with the pigs, are exploited. The dogs face perhaps even a worse form of exploitation than the other animals, because they are made into agents of intimidation and death. Whereas Napoleon exploits the other animals' physical strength and their ignorance, he exploits the dogs' viciousness and turns them into villains against their parents' wishes.

Boxer's life is a particularly sad example of exploitation because he exploits himself, believing wholeheartedly in Napoleon's goodness. In the end, Napoleon turns the tables and exploits Boxer, having him slaughtered for profit. By the end of the novel, we see clearly how the animals participate in their own exploitation. They are beginning to build a schoolhouse for the thirty-one young pigs Napoleon has fathered (perhaps an oblique reference to the "Thirty Tyrants" of ancient Greece). That schoolhouse will never benefit the animals that build it; rather, it will be used to educate the pigs and indoctrinate them into the cycle of exploiting others. Throughout the novel, Orwell shows us how the lack of human rights results in total helplessness. However, though it underscores the need for human rights, the novel does not suggest how to achieve them. After all, once the animals expel Jones and gain rights for themselves, the pigs take those rights away and the cycle of exploitation continues with new players.