

## Animal Farm: Final Reflection / Project Options

The following are a list of possible lessons that one might draw from Animal Farm:

1. Life is unfair; don't expect it to be otherwise.
2. Be careful whom you trust.
3. Choose your friends wisely.
4. Question authority and think for yourself: don't be like the sheep.
5. Power corrupts; absolute power corrupts absolutely.
6. Don't believe everything you read or are told.
7. All people are equal, but some people are more equal than others.
8. Ignorance is not always bliss.
9. Educate yourself: knowledge is power.
10. Stand up for your friends and for those in trouble: don't be a passive bystander.
11. Respect everyone's opinion.
12. Don't be a backstabber.
13. Be grateful for the freedoms you enjoy.

### Procedure:

- I. Select one of the above lessons.
- II. Create a project that shows how the lesson you select:

1. Is connected to Animal Farm

**AND**

2. Might be related to the world today (to your life, to the lives of young adults, to America, to sports, to a current event...)

### Project Requirements:

- A) Pre-write. Plan out your ideas before beginning: brainstorm, outline, create a rough draft...
  - a. Pre-writing must be submitted to and approved by a teacher by the end of class on Tuesday.
- B) Be sure to give your project a clear title.
- C) Write the lesson you select somewhere prominently on your project.
- D) Include AND number four (4) specific examples from the novel.**

If you choose to create something that does not contain a lot of writing (for example, an illustration, a playlist, a PowerPoint, a collage...) include at least one well developed paragraph (a half page, typed- 12pt Times New Roman font, double spaced) explaining your project, the connection to Animal Farm and the connection to the world today.

PLEASE TURN OVER FOR PROJECT OPTIONS →

## Project Options:

1. Generate a series of diary entries (10) from one of the main characters
  - a. Each entry should be at least half of a page in length, typed
  - b. 12pt Times New Roman font, double spaced
  - c. Final product should be in the form of a book/look like a diary
2. Interview someone (one of your peers, George Orwell, or one of the characters from Animal Farm)
  - a. 2 pages, typed. Double spaced. Times New Roman font
3. Write and present a speech to the class as one of the characters from the novel
  - a. 2 pages, typed. Double spaced. Times New Roman font
4. Create a playlist for each chapter of the novel
  - a. Each chapter should be named and an explanation of why each song is chosen should be provided
  - b. Explanations should be at least half of a page in length, typed
  - c. 12pt Times New Roman font, double spaced
  - d. Edited songs only, please
5. Rewrite the conclusion of the book
  - a. 2 pages, typed. Double spaced. Times New Roman font
6. Write a missing scene. For example, you might write about what really happens to Snowball after he is driven off the farm
  - a. 2 pages, typed. Double spaced. Times New Roman font
7. Draw a cartoon strip linking something from the novel and something from your life
  - a. Serious artists only, please
  - b. 10 frames minimum
8. Create a collage; using at least 5 chapters of the book as examples
  - a. Serious artists only, please
  - b. 10 pictures minimum

