



Animal Farm
By
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**A Short Story for ESOL & Functional
Skills Learners**



Mr. Jones owns Manor Farm, where many animals live and work. He often treats the animals badly and does not give them enough food.



One night, an old and respected pig called Old Major gathers all the animals together. He tells them that animals work hard for humans but receive very little in return. He dreams of a future where animals are free and equal.



Soon after the meeting, Old Major dies, but the animals remember his ideas. Two pigs called Snowball and Napoleon begin preparing the animals for a rebellion against Mr. Jones.



One day, Mr. Jones forgets to feed the animals, and they become desperate and angry. The animals rebel, chase Mr. Jones away and take control of the farm themselves.



The animals are delighted to be free and rename the place Animal Farm. They create rules based on Old Major's ideas, promising that all animals will be equal and that they will never live like humans.



At first, life on Animal Farm improves. The animals work hard because they are working for themselves, and they believe they are building a fairer future.



The pigs become the leaders because they can read, write and organise the work. Snowball wants to improve the farm, while Napoleon quietly begins training a group of young dogs to obey only him.



Snowball develops a plan to build a windmill that he says will make life easier for everyone. Napoleon strongly opposes the plan, and the two pigs argue about the future of the farm.



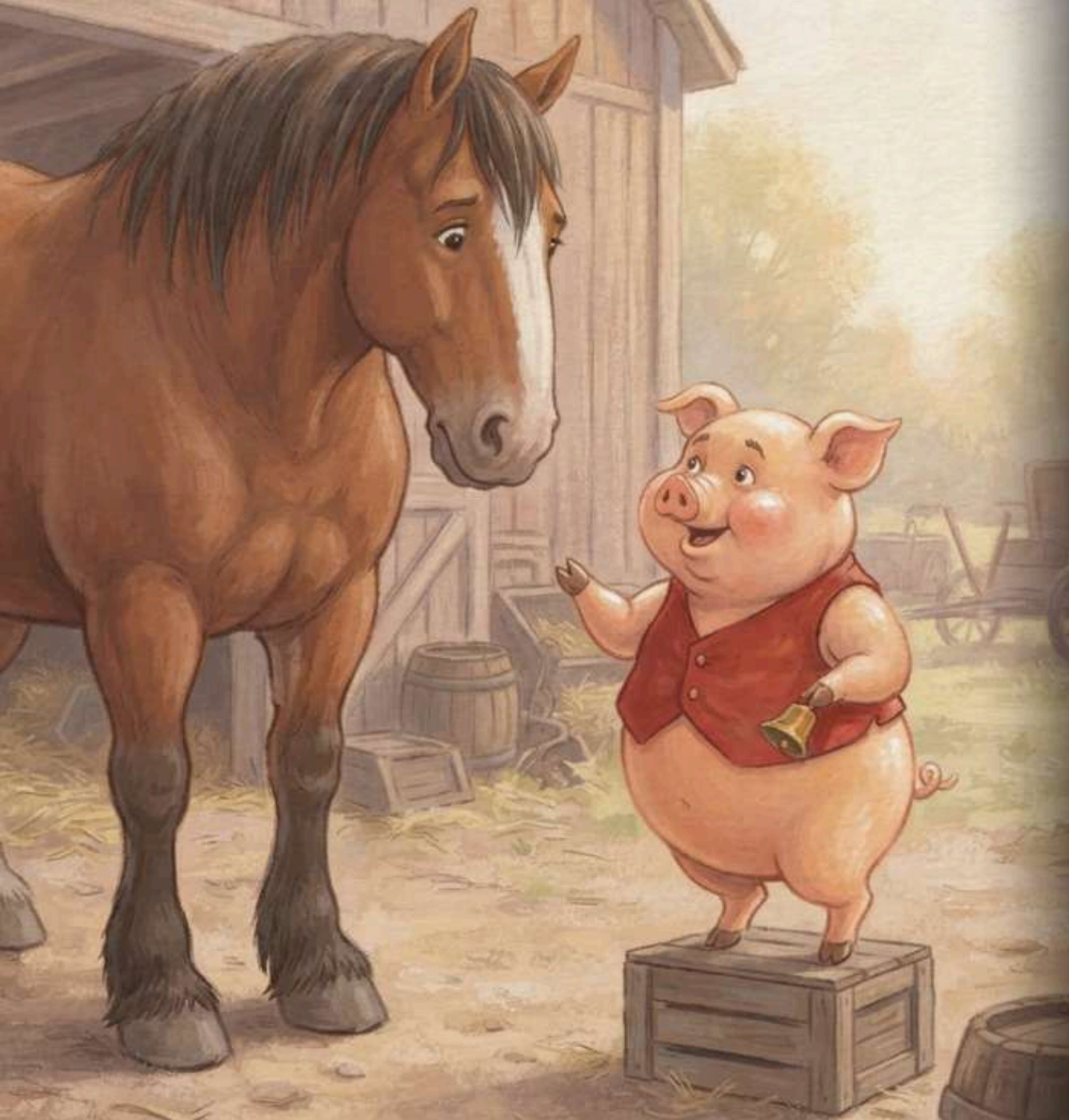
During an important meeting, Napoleon suddenly uses his trained dogs to chase Snowball away. Snowball escapes from the farm, leaving Napoleon as the most powerful leader.



After Snowball has gone, Napoleon announces that the animals will no longer make important decisions together. The pigs will make the decisions, while the other animals are expected to work and obey.



Napoleon later decides that the animals will build the windmill after all. When things go wrong on the farm, he blames Snowball and tells everyone that Snowball is secretly their enemy.



A pig called Squealer speaks for Napoleon and is very good at persuading the other animals. He changes facts and uses fear to convince them that Napoleon is always right.



Meanwhile, the animals work harder and receive less food. Boxer, a strong and loyal horse, believes that hard work will solve their problems and continues working even when he is exhausted.



The pigs slowly begin enjoying special privileges. They take more food for themselves, move into the farmhouse and begin doing some of the things that humans used to do.



Some animals notice that the original rules of Animal Farm seem to be changing. However, most cannot read well enough to remember exactly what the rules once said, so the pigs are able to control the truth.



Napoleon becomes increasingly powerful and uses his dogs to frighten anyone who might oppose him. The farm that was supposed to give the animals freedom is now controlled through fear.



Boxer eventually becomes weak and collapses while working. The other animals believe that he will receive medical care, but he is taken away and never returns. The pigs later give a false explanation about what happened to him.



Years pass, and the pigs become more and more like the humans they once hated. They walk on two legs, wear human clothes and begin carrying whips.



The original promise that all animals would be equal has disappeared. The pigs now have power and comfort, while the other animals continue to work hard and live difficult lives.



One evening, the animals look through the farmhouse window and see the pigs eating and drinking with human farmers. As they look from the pigs to the humans, they can hardly tell the difference. The revolution that promised freedom and equality has created a new group of rulers instead.