

Animal Farm a cautionary tale

Final Exam

In the spirit of Aesop and using the fairy-story of *Animal Farm*, create, write, and perform an original epilogue for *Animal Farm* in which you convey a lesson/moral.

The requirements are as follows:

The Theme is: (at least 4 of the listed)	as has been studied in <i>Animal Farm</i> and your Civics class—
	<ul style="list-style-type: none"> • Leadership Politics • abuse of power • false sacrifice • Government • inequality • Natural rights • Propaganda • Obedience • Symbolism • Animalism • Fear
An Epilogue	the final scene of a play that comments on or <u>resolves</u> and <u>summarizes the main action</u>
A Play	a live performance acted out in front of and for the class
Script	Typed out (format will be discussed in class) Due at the time of the performance (not to be read during performance)
Continuity	Use of <i>Animal Farm's</i> same <ul style="list-style-type: none"> • Characters • Issues • Story-line
Literary elements	<ul style="list-style-type: none"> • Characters (must be animals) • Conflict • Resolution • Moral/Lesson • metaphors
Performance elements	<ul style="list-style-type: none"> • A mask (to aid in the visual telling of the story) • Props (to enhance setting/could be a ppt background to use as stage backdrop) • Dialogue • Length of at least 10 minutes

Performances to be scheduled: Week of May 27 -30

Your performance will be on: _____

Your group members are:

Students' Names: _____

CATEGORY \ Points	4	3	2	1
Epilogue and Continuity of Novel	Resolves and summarizes the main plot of AF novel, based on original storyline, issues, and original characters	Summarizes the main plot of AF novel, based on original storyline, issues, and original characters; Epilogue does not resolve the issues.	Unclear resolution and/or summary of the main plot of AF novel; unclear connection to original storyline, issues, and original characters	Does not resolve and/or summarize the main plot of AF novel; not based on original storyline, issues, and original characters
Acting/Dialogue	The student uses consistent voices, facial expressions, movements, and costumes to make the characters more believable and the story more easily understood.	The student often uses voices, facial expressions, movements, and costumes to make the characters more believable and the story more easily understood.	The student tries to use voices, facial expressions, movements, and costumes to make the characters more believable and the story more easily understood.	The student tells the story but does not use voices, facial expressions, movement, and/or costumes to make the storytelling more interesting or clear.
Role	Point-of-view, arguments, and solutions proposed were consistently in character.	Point-of-view, arguments, and solutions proposed were often in character.	Point-of-view, arguments, and solutions proposed were sometimes in character.	Point-of-view, arguments, and solutions proposed were rarely in character.
Theme (Point value ____ x 3)	The themes are clearly presented & identifiable to audience and there are at least four (4)	The themes are presented & identifiable to audience <u>but</u> there are < four (4)	The themes are somewhat presented or not identifiable to audience <u>and/or</u> there are < four (4)	The themes are unclear, not presented <u>and/or</u> missing; there's ≤ 2
Parable	The skit presents a moralistic fable in the spirit of Aesop	The skit presents a semi-moralistic fable in the spirit of Aesop	The skit presents an amoral fable in the spirit of Aesop	The skit presents a fable that is lacking a moral, and/or not in the spirit of Aesop
Performance elements	The skit ran for 10 or more minutes and all the time was well used.	The skit ran for 6-8 minutes but all the time was used valuably.	The skit ran for 5 or more minutes but it was extended to do so without value.	The skit was less 5 minutes and/or the time was used poorly and devalued the skit.
Respectful behavior	Always listens attentively to other storytellers. Is polite and does not appear bored or make distracting gestures or sounds.	Usually listens attentively to other storytellers. Rarely appears bored and never makes distracting gestures or sounds.	Usually listens to other storytellers, but sometimes appears bored. Might once or twice accidentally make a gesture or sound that is distracting.	Does not listen attentively. Tries to distract the storytellers, makes fun of them, or does other things instead of listening.
Script Fidelity	Follows Script Verbatim- (Script clearly identifies the setting & other important literary elements; logically & clearly presents character dialogue that tells the fable; clearly identifies the moral at the end of the script)	Follows Script Smoothly- (Script's setting and other important literary elements are unclear; the character dialogue tells the fable but is not always clear or logical; identifies the moral at the end of the script)	Fails to follow Script or goes off-script (Script is lacking one of the following: the setting, other important literary elements, the character dialogue telling the fable, or the moral at the end of the script)	Fails to follow Script and/or goes off-script continuously (Script is lacking 2 or more of the following: the setting and other important literary elements; the character dialogue telling the fable; and/or the moral at the end of the script)
Performance Grade:	40 Max Points= 100% A			

How to write a Skit (Script)

Answer the following background questions before writing the dialogue

1. Who is your **Audience**?
2. Name the **characters** and describe their **personalities/characteristics**.
3. Identify the **Protagonist** and the **Antagonist**.
4. Where does the skit take place—**setting and time**?
5. Describe the **situation** that the characters find themselves in.
6. List the main **moral** that you wish to present to your audience. This idea will guide you through writing your skit.
7. What **props** will be needed.
8. Create a Flow Map of the Major Events for your Skit:

Antagonist (villain) is the adversary of the protagonist (hero)

Event 1: describes the opening of the skit & what the protagonist is seeking or experiencing as the skit opens.

Event 2: describes the event that will lead him toward the next part of the skit. This could be meeting a character that tempts him to do something wrong, or finding an object and deciding what to do with it.

Event 3: describes the outcome of the decision the protagonist is required to make, and a brief summary/closing that describes the message you wish the audience to receive at closing.

Writing the dialogue

- ❖ Know that each character has a purpose to the story—explain the purpose through words and actions.
 - ❖ Know that each character (as an individual personality, however fictional) has an objective he/she is working toward accomplishing—show the personality through words and actions.
1. Write the dialogue between the two main characters—usually the protagonist and the antagonist.
 2. Add to the dialogue, one character at a time - their individual contribution/involvement.

Script Rubric:

_____ / 4

CATEGORY \ Points	4	3	2	1
Script Grade:	Script clearly identifies the setting & other important literary elements; logically & clearly presents character dialogue that tells the fable; clearly identifies the moral at the end of the script	Script's setting and other important literary elements are unclear; the character dialogue tells the fable but is not always clear or logical; identifies the moral at the end of the script	Script is lacking one of the following: the setting, other important literary elements, the character dialogue telling the fable, or the moral at the end of the script	Script is lacking 2 or more of the following: the setting and other important literary elements; the character dialogue telling the fable; and/or the moral at the end of the script

The Ass, the Fox, and the Lion

The Ass and the Fox, having entered into a partnership together, went out into the forest to hunt. They had not proceeded far, when they met a Lion. The Fox approached the Lion and promised to contrive for him the capture of the Ass, if he would pledge his word that his own life should be spared. On his assuring him that he would not injure him, the Fox led the Ass to a deep pit, and contrived that he should fall into it. The Lion, seeing that the Ass was secured, immediately clutched the Fox, and then attacked the Ass at his leisure.

The Dog and the Shadow

It happened that a Dog had got a piece of meat and was carrying it home in his mouth to eat it in peace. Now on his way home he had to cross a plank lying across a running brook. As he crossed, he looked down and saw his own shadow reflected in the water beneath. Thinking it was another dog with another piece of meat, he made up his mind to have that also. So he made a snap at the shadow in the water, but as he opened his mouth the piece of meat fell out, dropped into the water and was never seen more.

The Fox and the Stork

At one time the Fox and the Stork were on visiting terms and seemed very good friends. So the Fox invited the Stork to dinner, and for a joke put nothing before her but some soup in a very shallow dish. This the Fox could easily lap up, but the Stork could only wet the end of her long bill in it, and left the meal as hungry as when she began. "I am sorry," said the Fox, "the soup is not to your liking." "Pray do not apologize," said the Stork. "I hope you will return this visit, and come and dine with me soon." So a day was appointed when the Fox should visit the Stork; but when they were seated at table all that was for their dinner was contained in a very long-necked jar with a narrow mouth, in which the Fox could not insert his snout, so all he could manage to do was to lick the outside of the jar. "I will not apologize for the dinner," said the Stork.

The Wolf and the Crane

A Wolf had been gorging on an animal he had killed, when suddenly a small bone in the meat stuck in his throat and he could not swallow it. He soon felt terrible pain in his throat, and ran up and down groaning and groaning and seeking for something to relieve the pain. He tried to induce every one he met to remove the bone. "I would give anything," said he, "if you would take it out." At last the Crane agreed to try, and told the Wolf to lie on his side and open his jaws as wide as he could. Then the Crane put its long neck down the Wolf's throat, and with its beak loosened the bone, till at last it got it out. "Will you kindly give me the reward you promised?" said the Crane. The Wolf grinned and showed his teeth and said: "Be content. You have put your head inside a Wolf's mouth and taken it out again in safety; that ought to be reward enough for you."

The Town Mouse and the Country Mouse

Now you must know that a Town Mouse once upon a time went on a visit to his cousin in the country. He was rough and ready, this cousin, but he loved his town friend and made him heartily welcome. Beans and bacon, cheese and bread, were all he had to offer, but he offered them freely. The Town Mouse rather turned up his long nose at this country fare, and said: "I cannot understand, Cousin, how you can put up with such poor food as this, but of course you cannot expect anything better in the country; come you with me and I will show you how to live. When you have been in town a week you will wonder how you could ever have stood a country life." No sooner said than done: the two mice set off for the town and arrived at the Town Mouse's residence late at night. "You will want some refreshment after our long journey," said the polite Town Mouse, and took his friend into the grand dining-room. There they found the remains of a fine feast, and soon the two mice were eating up jellies and cakes and all that was nice. Suddenly they heard growling and barking. "What is that?" said the Country Mouse. "It is only the dogs of the house," answered the other. "Only!" said the Country Mouse. "I do not like that music at my dinner." Just at that moment the door flew open, in came two huge mastiffs, and the two mice had to scamper down and run off. "Good-bye, Cousin," said the Country Mouse, "What, going so soon?" said the other. "Yes," he replied.

The Lion, the Fox, and the Beasts

The Lion once gave out that he was sick unto death and summoned the animals to come and hear his last Will and Testament. So the Goat came to the Lion's cave, and stopped there listening for a long time. Then a Sheep went in, and before she came out a Calf came up to receive the last wishes of the Lord of the Beasts.

But soon the Lion seemed to recover, and came to the mouth of his cave, and saw the Fox, who had been waiting outside for some time. "Why do you not come to pay your respects to me?" said the Lion to the Fox.

"I beg your Majesty's pardon," said the Fox, "but I noticed the track of the animals that have already come to you; and while I see many hoof-marks going in, I see none coming out. Till the animals that have entered your cave come out again I prefer to remain in the open air."

The Lion and the Mouse

Once when a Lion was asleep a little Mouse began running up and down upon him; this soon wakened the Lion, who placed his huge paw upon him, and opened his big jaws to swallow him. "Pardon, O King," cried the little Mouse: "forgive me this time, I shall never forget it: who knows but what I may be able to do you a turn some of these days?" The Lion was so tickled at the idea of the Mouse being able to help him, that he lifted up his paw and let him go. Sometime after the Lion was caught in a trap, and the hunters who desired to carry him alive to the King, tied him to a tree while they went in search of a wagon to carry him on. Just then the little Mouse happened to pass by, and seeing the sad plight in which the Lion was, went up to him and soon gnawed away the ropes that bound the King of the Beasts. "Was I not right?" said the little Mouse.