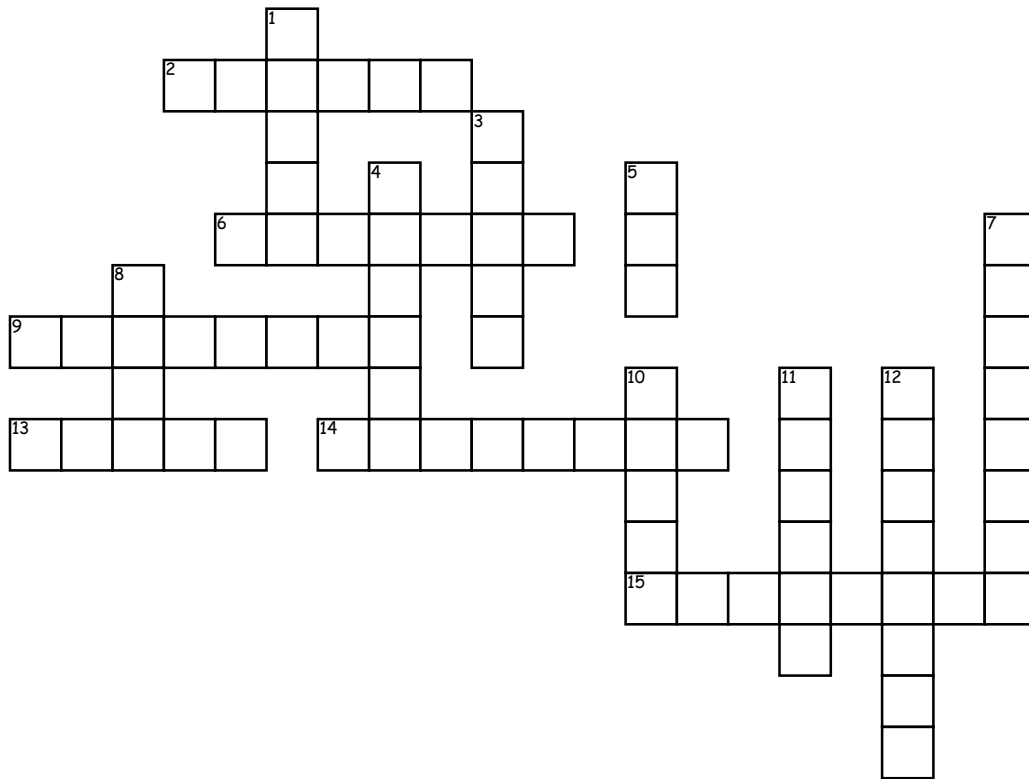


Animal Farm Characters



Across

- 2. Horse who learned the entire alphabet, but could not put words together
- 6. Owner of Manor farm who neglected the animals
- 9. Vivacious pig, quick in speech, and was driven away from the farm by the puppies.
- 13. Mr. Jones' special pet who introduced the animals to the concept of Sugarcandy Mountain
- 14. Old donkey who was a good reader, but was not excited about the revolution

15. Pig who is the main spreader of propaganda on the farm and is very manipulative

Down

- 1. Horse with the motto "I will work harder" and could only read up to the letter "D"
- 3. Unable to learn the seven commandments by heart, one of them died at the Battle of the Cowshed
- 4. Materialistic horse who would only learn the letters that spell out her name
- 5. Very lazy and often comes and goes as she pleases with good excuses as to why she left

7. Old Boar who taught the animals the song "Beasts of England" and inspired the revolution

- 8. Named Bluebell, Jessie, and Pincher and were only interested in learning the seven commandments
- 10. Questioned the use of the maxim "four legs good, two legs bad" as they have wings and not legs
- 11. White goat who read to other animals out of newspaper scraps
- 12. Pig who takes the puppies away from their mother and often argues with Snowball

Word Bank

- | | | | | |
|-----------|--------|----------|-----------|-------|
| Mollie | Clover | Squealer | Snowball | Sheep |
| Napoleon | Dogs | Moses | Muriel | Boxer |
| Mr. Jones | Birds | Benjamin | Old Major | Cat |