

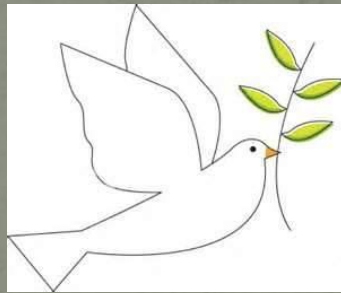
Symbolism and Allegory

Objective: Students will be able to **define**, **recognize** and **explain** symbolism, allegory and figurative language.

Q: What does it mean to define, recognize, and explain?

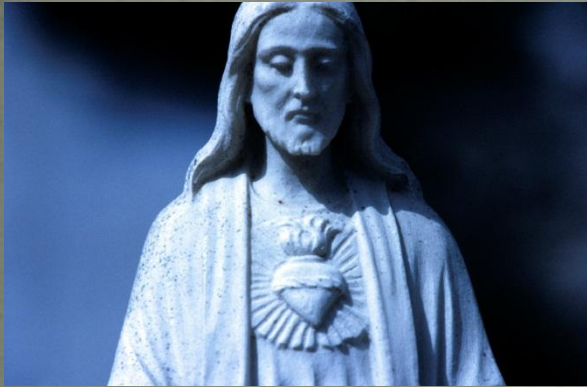
APK (Activating Prior Knowledge)

- See if you can explain what the following symbols mean:



Concept Development: Symbols

A symbol is often an event, object, person or animal to which an extraordinary meaning or significance has been attached.



Pair/share: What ideas do these pictures symbolize?

Concept Development:

Where do Symbols come from?

- Symbols can be inherited or invented.
- Ex. The Statue of Liberty came to symbolize freedom for people immigrating to the United States by way of Ellis Island.



Importance:

Why Create Symbols in literature?

- Symbols allow writers to suggest layers of meanings and possibilities that a simple literal statement could not convey as well.
- Symbols allow writers to convey an idea with layers of meaning without having to explain those layers in the text.
- A symbol is like a pebble cast into a pond: It sends out ever widening ripples.

Allegory

- To understand Allegory, you must first understand the difference between a literal interpretation and a figurative interpretation.
 - Literal interpretation: looking only at the words and plot...not looking at the symbolic nature of anything.
 - Figurative interpretation: looking at how the characters, plot, setting etc can be taken in a different context (metaphorically).

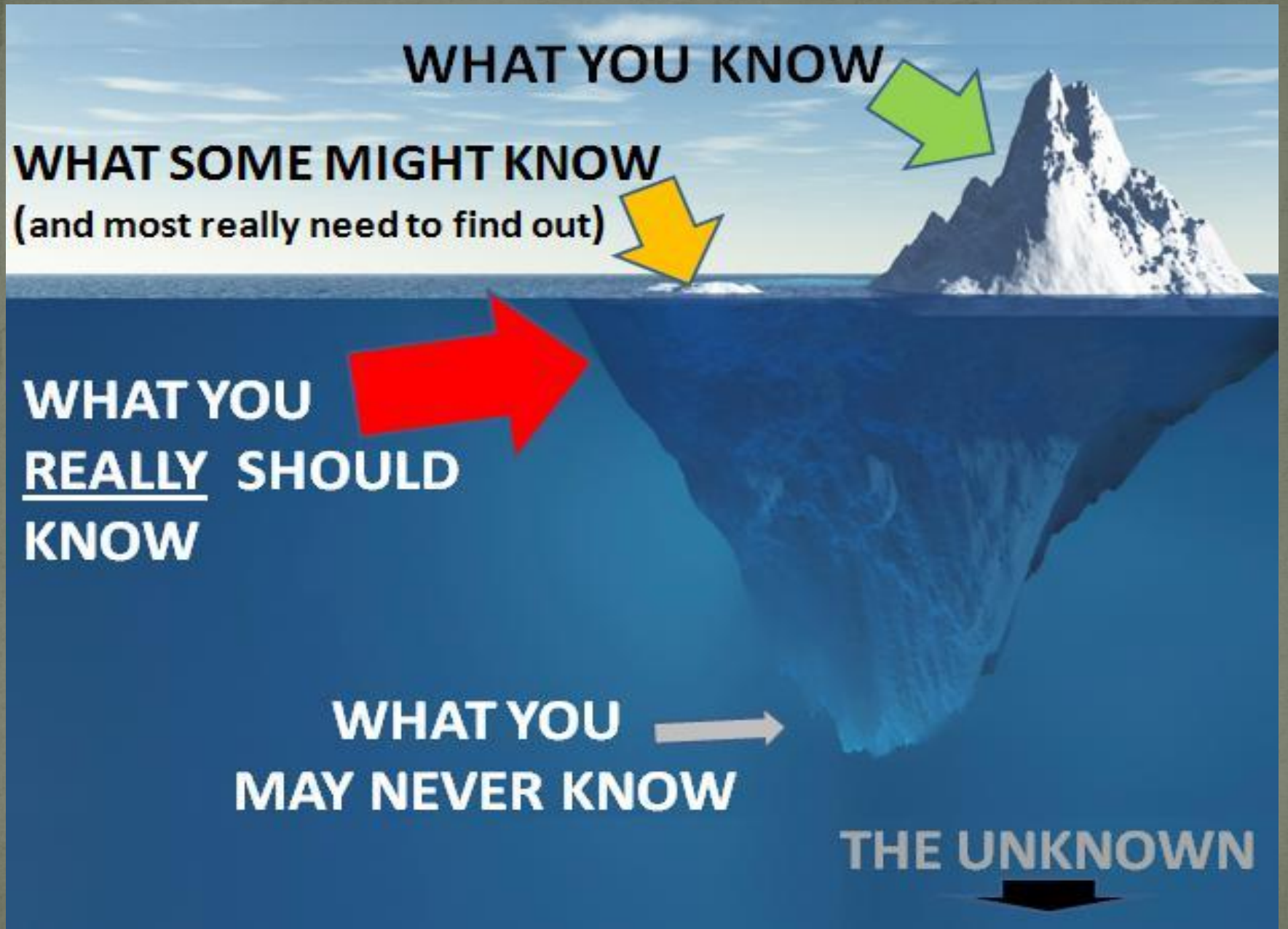
WHAT YOU KNOW

WHAT SOME MIGHT KNOW
(and most really need to find out)

WHAT YOU
REALLY SHOULD
KNOW

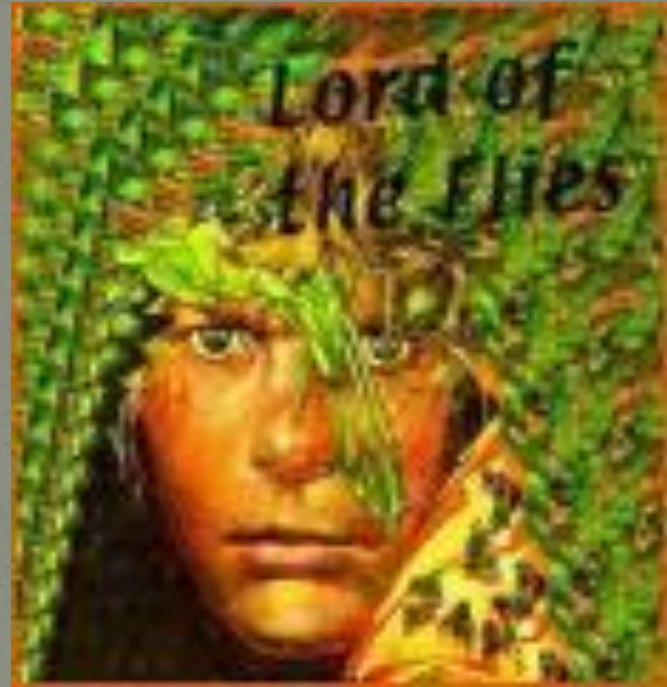
WHAT YOU
MAY NEVER KNOW

THE UNKNOWN



Allegory

- Here's an example:
 - Lord of the Flies
 - Read literally:
 - These boys are stuck on an island
 - Ralph is the leader
 - Jack is always fighting Ralph for power
 - Simon is kind of strange...



Lord of the Flies

- Can also be read as an allegory:
 - Religious Allegory
 - Political Allegory
 - Moral Allegory
 - Social Allegory



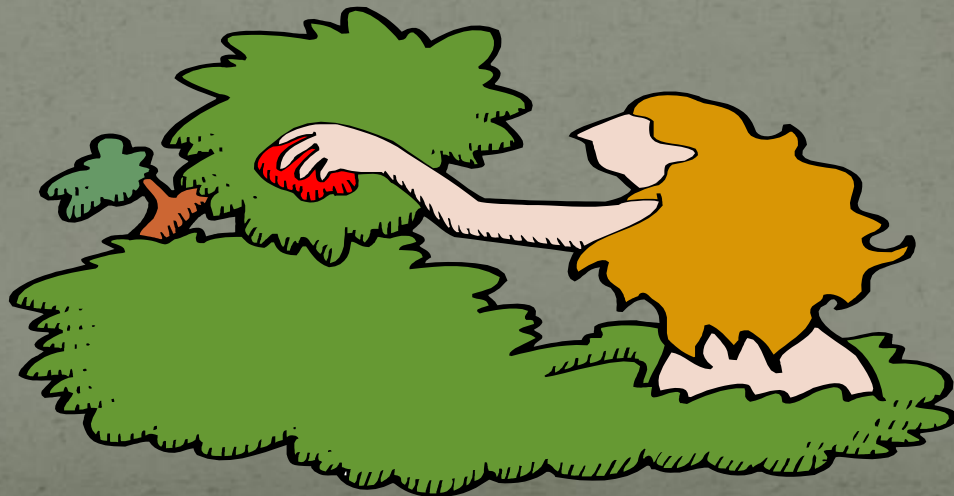
Concept Development:

Allegory

- An Allegory is a story in which characters, settings and actions stand for something beyond themselves.
- In some types of Allegories, the characters and setting represent **abstract** ideas of moral qualities.
- In other types, characters and situations stand for historical figures and events.

Examples of Allegories

- An Allegory can be read on one level for its literal or straightforward meaning
- An allegory can be read for its symbolic, or allegorical meaning
- Allegories are often intended to teach a moral lesson or make a comment about goodness and depravity.

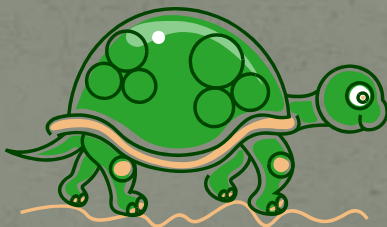


Fable

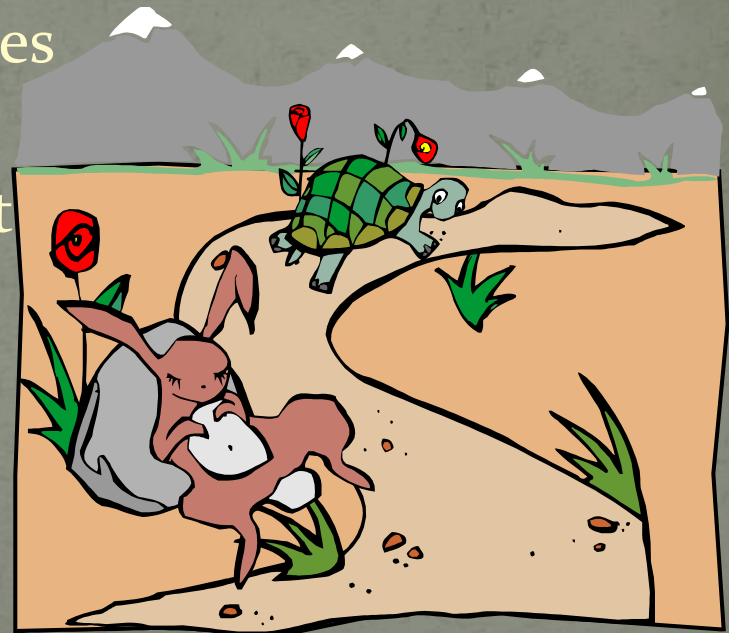
- Type of ALLEGORY, usually has animals
- Used to teach moral lessons to children
- Animals/characters represent
 - Virtues=good human qualities
 - Vices=bad human qualities
 - **Fables teach lessons about
 - life**



Represents arrogance



Represents Perseverance

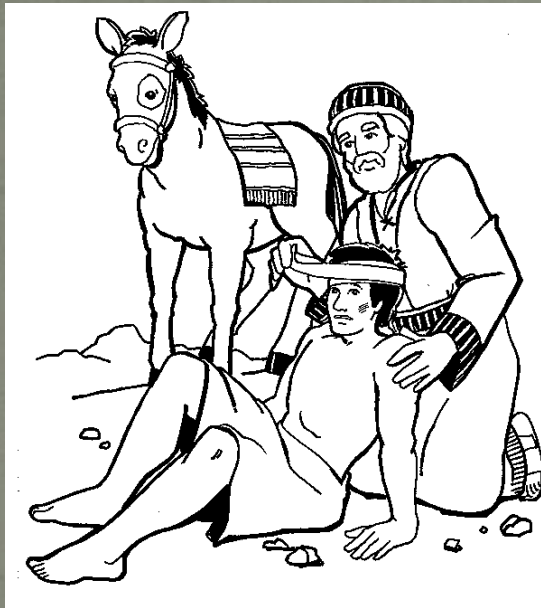


Fable

- Another example of a famous fable is the following from Aesop's Fables:
- The Hound Dog and the Rabbit
- One day, a hound dog was hunting for a rabbit and managed to find one. The hound chased the rabbit for a long time, but eventually, the rabbit escaped. When another dog made fun of the hound dog for allowing the rabbit to escape, the hound dog replied: "You do now see the difference between the rabbit and I; I am only running for my dinner, while he is running for his life."
- The lesson: Incentive will spur effort
- **Pair/Share: Can you name another fable?**

Parable

- Type of ALLEGORY set in the real world
- Teaches a lesson about ethics or morality



The Good Samaritan

-Many stories in the Bible are parables

Concept Development:

Allegory/Parables

- Some famous parables and allegorical stories/movies/television programs are:
- Animal Farm
- “The Emperor’s New Clothes”
- The Wizard of Oz
- “The Boy Who Cried Wolf”
- Avatar
- The Matrix
- Of Mice and Men

Allegory continued...

- In a old English play called *Everyman*, the main character is named Everyman (he stands for exactly what his name indicates.)
- One day Everyman is summoned by death to give an accounting of his life.
- Everyman asks his friends Fellowship, Beauty, Strength and Good Deeds to go with him to tell death that he has led a good life.
- Only Good Deeds stays with him until the end.
- Pair/Share: What do you think the lesson is from this story?



Symbolism vs. Allegory

- A **symbol** can be a word, place, character or object that means something beyond what it is on a literal level.
- An **allegory** involves using many interconnected symbols or allegorical figures in such a way that nearly every element of the narrative has a meaning beyond the literal level, i.e., everything in the narrative is a symbol that relates to other symbols within the story.

Closure:

Symbolism and Allegory Review

- A symbol is _____.
- Symbols can be _____, _____, _____, or _____.
- Symbols represent _____.
- Name the four things that can be symbols.
- Symbols allow writers to _____.
- An allegory is _____ in which _____ and _____ stand for something beyond themselves.
- Name two types of Allegories.

Independent Practice

- Think of a movie or book that utilizes a symbol (you cannot use an example from this powerpoint!)
 1. Name the movie/book
 2. Identify the symbol
 3. Identify the literal meaning of the symbol
 4. Identify the figurative (symbolic) meaning of the symbol
 5. Explain why the symbol was used