

Lesson Name : 7

Lesson Title : Lord of the Flies Chapter 1, Section 4

Course Name : English 2 Part 2 [Honors]

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Essential Instruction

Read William Golding's [*Lord of the Flies*](#), Chapter 1, pages 33-42.



Symbolism

A **symbol** is a word or object that stands for a larger or greater concept or idea. Authors use **symbols** as a way to discuss larger issues within the context and narrative of the story.

The novel *Lord of the Flies* includes many objects and events taking place on the island that represent greater ideas and meanings.

As the boys journey up the mountainside to the top of the cliff, they notice the boulders and the other geographical features that **symbolize** the awesome power of nature which is beyond the control of man. They also discuss the tracks, or trails, which **symbolize** the wild and dangerous animals that have ruled this island long before the boys' arrival. Their walk along the animals' path shows that they are in foreign territory. Here is the passage from the text that highlights these **symbols**:

The three boys began to scramble up. Some unknown force had wrenched and shattered these cubes so that they lay askew, often piled diminishingly on each other. The most usual feature of the rock was a pink cliff surmounted by a skewed block; and that again surmounted, and that again, till the pinkness became a stack of balanced rock projecting through the looped fantasy of the forest creepers. Where the pink cliffs rose out of the ground there were often narrow tracks winding upwards. They could edge along them, deep in the plant world, their faces to the rock.

“What made this track?”

Jack paused, wiping the sweat from his face. Ralph stood by him, breathless.

“Men?”

Jack shook his head.

“Animals.”

Ralph peered into the darkness under the trees. The forest minutely vibrated.

Plot, Setting, and Characters

The **plot** is the storyline or the sequence of events that take place throughout a story. The **plot** for this lesson shows the boys’ journey to the top of the mountain to see whether they are on an island. The journey is dangerous and difficult, and they are tired, hungry, and worn out.

After pushing a boulder down the steep mountainside, they are rejuvenated and finally make it to the top. They confirm that they are indeed on an island that appears to be uninhabited.

On their journey back down, Jack is unable to kill a wild pig that is caught in the brush, and he is embarrassed.

The **characters** are representations of people in the story. The **characters** in a story act out the plot.

Ralph, Jack, and Simon’s **characters** are explored as they all respond differently to a bush that they find on their journey down the mountain. Here is the passage from the text that contrasts the three characters:

Simon spoke first.

“Like candles. Candle bushes. Candle buds.”

The bushes were dark evergreen and aromatic and the many buds were waxen green and folded up against the light. Jack slashed at one with his knife and the scent spilled over them.

“Candle buds.”

“You couldn’t light them,” said Ralph. “They just look like candles.”

“Green candles,” said Jack contemptuously. “We can’t eat them. Come on.”

Simon admires the beauty in the bush, Ralph analyzes it practically, and Jack doesn’t appreciate the bush at all, and slashes at it spitefully.

The **setting** is the time and place of a story. It is the location for the characters to act out the story.

The **setting** is described at the beginning of this section of Chapter 1 as the boys walk along the beach and soon venture into the forest. Here is the passage where they get to enjoy the scenery of the island:

The tide was low and there was a strip of weed-strewn beach that was almost as firm as a road. A kind of glamour was spread over them and the scene and they were conscious of the glamour and made happy by it.

Internal and External Conflicts

Internal conflicts take place within a character's mind. You can see an **internal conflict** when a character struggles with a decision.

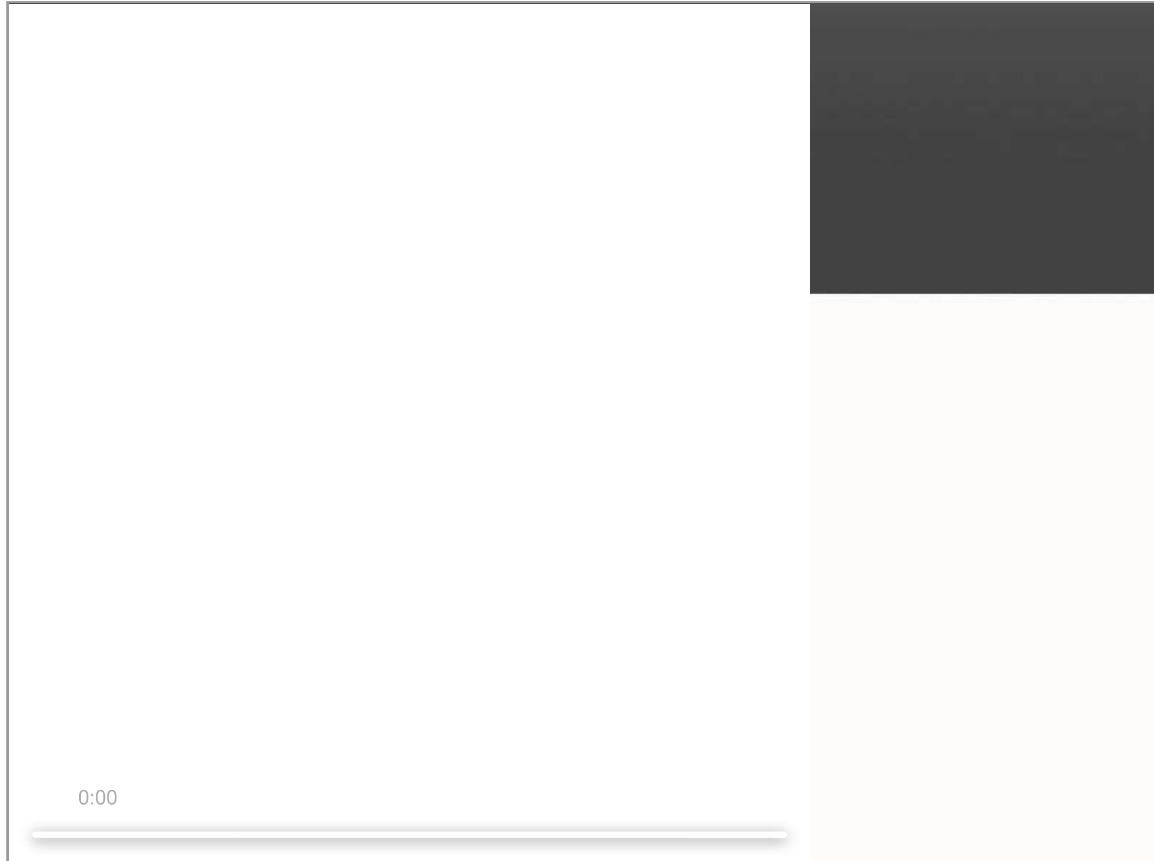
External conflicts exist between a character and another outside force, such as another character, an animal, nature, or even society.

Sometimes in a story, an **external conflict** can cause the character to have an **internal conflict**, or vice versa.

In this section of Chapter 1, the boys encounter a wild pig that is caught in the underbrush. The **external conflict** begins as Jack is armed and approaches the pig with his knife, ready to strike. He experiences an **internal conflict** when he cannot bring himself to kill the animal, despite the tough demeanor that he wants the other boys to believe. He is ashamed of his inability to kill the pig.

Here is the passage from the text that shows both the **external** and **internal conflict** of Jack and the pig:

They found a piglet caught in a curtain of creepers, throwing itself at the elastic traces in all the madness of extreme terror. Its voice was thin, needle-sharp and insistent; The three boys rushed forward and Jack drew his knife again with a flourish. He raised his arm in the air. There came a pause, a hiatus, the pig continued to scream and the creepers to jerk, and the blade continued to flash at the end of a bony arm. The pause was only long enough for them to understand what an enormity the downward stroke would be. Then the piglet tore loose from the creepers and scurried into the undergrowth.



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Vocabulary

Understanding vocabulary words can help you to gain more meaning from the work. Let's look at some of the vocabulary from this lesson.

1. **mirages** – noun – things that are seen and appear to be real but that are not actually there
2. **magicked** – verb – moved, changed, or created by or as if by magic
3. **pliant** – adj. – able to bend without breaking; flexible
4. **immured** – verb – enclosed or confined against one's will
5. **defiles** – noun – narrow passages through mountains
6. **bastion** – noun – a projecting part of a fort built at an angle to allow defensive fire
7. **twining** – adj. – winding
8. **hiatus** – noun – a period of time when something is stopped
9. **enormity** – noun – a shocking, evil, or immoral act