Lesson Name: 19

Lesson Title: Lord of the Flies Chapter 5, Section 1

Course Name: English 2 Part 2 [Honors]

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Read William Golding's Lord of the Flies, Chapter 5, pages 107-124.



Symbolism

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

Lord of the Flies includes many objects and events that represent greater ideas and meanings.

Ralph's awareness about how much he does not like the "dirt and decay" of his present state is **symbolic** of how he has begun to feel about the island. He no longer thinks of the situation as a fun or beautiful adventure. He notices how uncomfortable he has become. Here is the passage from the text where you can see Ralph's realization:

At that he walked faster, aware all at once of urgency and the declining sun and a little wind created by his speed that breathed about his face. This wind pressed his grey shirt against his chest so that he noticed—in this new mood of comprehension—how the folds were stiff like cardboard, and unpleasant; noticed too how the frayed edges of his shorts were making an uncomfortable, pink area on the front of his thighs. With a convulsion of the mind, Ralph discovered dirt and decay, understood how much he disliked perpetually flicking the tangled hair out of his eyes, and at last, when the sun was gone, rolling noisily to rest among dry leaves. At that he began to trot.

Plot, Setting, and Characters

The **plot** is the storyline or the sequence of events that take place throughout a story. The **plot** for the beginning of Chapter 5 shows Ralph's preparation for the speech to the assembly that he hopes will unite and motivate the group to maintain order until they are rescued. He feels that the group has become lazy and

disorganized. As the meeting progresses, the boys again worry that a "beastie" will come to kill them. Ralph warns that fear will ultimately destroy them. He also acknowledges that the boy with the mulberry-colored birthmark has not been seen since the first night that they discussed the "beastie" and lost control of the fire.

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

Ralph realizes the skills that it takes to be a leader as he prepares to present his ideas to the assembly in a formal and serious manner. He realizes that Piggy is more equipped intellectually to unite and inform the group, but is not an effective leader. Here is the passage from the text where Ralph has the realization about Piggy's character:

The trouble was, if you were a chief you had to think, you had to be wise. And then the occasion slipped by so that you had to grab at a decision. This made you think; because thought was a valuable thing, that got results.

Only, decided Ralph as he faced the chief's seat, I can't think. Not like Piggy.

Once more that evening Ralph had to adjust his values. Piggy could think. He could go step by step inside that fat head of his, only Piggy was no chief. But Piggy, for all his ludicrous body, had brains. Ralph was a specialist in thought now, and could recognize thought in another.

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

The **setting** of the place where they call the assembly is described. This gives the reader a visual image of the space where they boys have their meetings. Here is the passage from the text:

The place of assembly in which he stood was roughly a triangle; but irregular and sketchy, like everything they made. First there was the log on which he himself sat; a dead tree that must have been quite exceptionally big for the platform. Perhaps one of those legendary storms of the Pacific had shifted it here. This palm trunk lay parallel to the beach, so that when Ralph sat he faced the island but to the boys was a darkish figure against the shimmer of the lagoon. The two sides of the triangle of which the log was base were less evenly defined. On the right was a log polished by restless seats along the top, but not so large as the chief's and not so comfortable. On the left were four small logs, one of them— the farthest—lamentably springy. Assembly after assembly had broken up in laughter when someone had leaned too far back and the log had whipped and thrown half a dozen boys backwards into the grass.

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.

Ralph experiences an **internal conflict** as he tries to decide how he will convince the boys to become more organized. He wants to be compassionate, yet stern, and he wants to lead but still remain part of the group. The following passage from the text shows how he wrestles with this **internal conflict**:

The time had come for the assembly and as he walked into the concealing splendors of the sunlight he went carefully over the points of his speech. There must be no mistake about this assembly, no chasing imaginary.

He lost himself in a maze of thoughts that were rendered vague by his lack of words to express them. Frowning, he tried again.

This meeting must not be fun, but business.

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

An external conflict begins when Jack accuses the younger boys of being "cry-babies," because they are afraid of the "beastie." Ralph interrupts him and says that it is nothing to worry about. Here is the passage from the text that shows this disagreement:

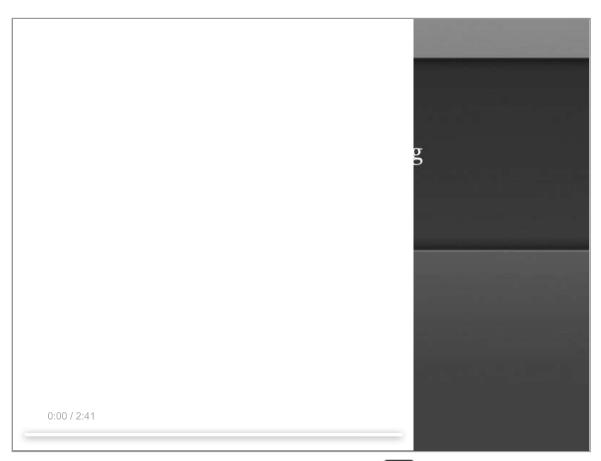
"So this is a meeting to find out what's what. I'll tell you what's what. You littluns started all this, with the fear talk. Beasts! Where from? Of course we're frightened sometimes but we put up with being frightened. Only Ralph says you scream in the night. What does that mean but nightmares? Anyway, you don't hunt or build or help – you're a lot of cry-babies and sissies. That's what. And as for the fear – you'll have to put up with that like the rest of us."

Ralph looked at Jack open-mouthed, but Jack took no notice.

"The thing is – fear can't hurt you any more than a dream. There aren't any beasts to be afraid of on this island." He looked along the row of whispering littluns. "Serve you right if something did get you, you useless lot of cry-babies! But there is no animal - "

Ralph interrupted him testily.

"What is all this? Who said anything about an animal?"



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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. improvisation noun something that is produced from whatever is available
- 2. lamentably adv. with regret
- 3. apex noun the top or highest point of something
- 4. **ludicrous** adj. very foolish or ridiculous
- 5. **reverence** noun honor or respect that is felt for or shown to something
- 6. ineffectual adj. not producing or able to produce the effect one desires
- 7. **bogies** noun things that cause fear or worry
- 8. effigy noun the image of a person