Allegory

An allegory is a story with two layers. The “outer” layer is the events that occur in the story. The “deeper” layer is the symbolism or moral of the story, the greater meaning that the characters and events of the story represent. Fables are allegories because the animals stand in for humans, and each brief story conveys a lesson or moral.

**DIRECTIONS:** Match each allegorical passage to its literal meaning.

1. A fox tries to get some grapes to eat. When he can’t reach them, he decides that they were probably sour anyway.
   - An idea is only as good as your ability to actually carry it out.

2. A turtle who keeps going and doesn’t lose his focus about what he’s doing wins a race against a hare, who is overconfident and doesn’t take the race seriously.
   - We tend to think less of things once we realize we can’t have them.

3. A group of mice who are being terrorized by a cat decide to hand a bell around the cat’s neck so they always know when he is coming. But no one wants to be the one to actually put the bell on the cat.
   - If you keep working towards your goal slowly and consistently, you will succeed.