Allegories in LOTF

What is an allegory?

* An allegory is a story with a symbolic level of meaning, where the characters and setting represent other things, like political systems, religious figures, or philosophical viewpoints

**Biblical Allegory:**

Simon and Jesus both prophesize

* Simon tells Ralph that he will survive – “You will get home all right.”
* Simon does not include himself in the prophecy, thus one can infer he has prophesied his own death. Jesus on multiple occasions predicts his own death in the Bible.

Simon and Jesus both withdraw themselves

* According to the story, Jesus “withdrew” himself into the wilderness and prayed”
* Simon also retreats into the wilderness and meditates

Simon and Jesus were both taunted by the evil

* Simon was taunted by the Lord of the Flies which translates to **“Beelzebub”** which is another name for the devil
* There are many stories in the Bible of temptation – the most famous being Adam and Eve in the Garden of Eden

In chapter 9, there are many similarities:

* He climbs the mountain – Jesus going to Mount Olive
* He falls three times – Jesus fell three times carrying the cross
* He is killed bringing the truth about what is good and evil. In essence, Simon is crucified.
* Both fast – refused to eat or drink
* He frees “the beast” or himself from fear – Jesus let go of his fear

Golding creates an image of a glowing halo that surrounds Simon as he drifts away to sea, just as Jesus is frequently pictured surrounded by a halo

**Government/Political Allegory:**

* The boys are trying to rule themselves just like a government would in the real world.
* The two main boys – Ralph and Jack are two feuding political parties
* Ralph wants to govern in a civilized and peaceful manner, while Jack wants to rule in a savage and violent manner.
* Just like we see in today’s society – there are multiple political parties that have different goals and priorities and are feuding to get into office (or become the chief in relation to LOTF).

Ralph is trying to run a democracy

= he is the head chief, but he listens to his subjects needs and advice

= they all want a common and practical goal which is to survive on the island until they can be rescued

Jack is trying for an autocracy

(Dictatorship)

= he believes he should be the sole head of power and everyone should obey him and his rules

= he takes very little interest in listening to the other boys on the island because he thinks he knows what is “right” for the boys on the island

**Freudian Psychology Allegory:**

Human Mind: Our unconscious mind and our conscious mind: ID, Ego and Superego

The ID = Jack

* The id is the primitive and instinctive component of personality
* It consists of all the inherited (i.e., biological) components of personality present at birth
* The id is the impulsive (and unconscious) part of our psyche which responds directly and immediately to the instincts.
* The id is not affected by reality, logic or the everyday world, as it operates within the unconscious part of the mind.

The Ego = Ralph

* The ego is 'that part of the id which has been modified by the direct influence of the external world.
* The ego develops to mediate between the unrealistic id and the external real world. It is the decision-making component of personality.
* The ego considers social realities and norms, etiquette and rules in deciding how to behave.

Superego = Simon or Piggy

* The superego incorporates the values and morals of society which are learned from one's parents and others
* It also has the function of persuading the ego to turn to moralistic goals rather than simply realistic ones and to strive for perfection.
* One of the Super-ego’s systems in the ideal self (or ego-ideal) is an imaginary picture of how you ought to be = how to treat other people, and how to behave as a member of society.
* If you fall short of this image, you will feel guilt
* If you behave “properly”, reward is pride