



Main Characters

George Milton	The joint protagonist of OMAM. George is short in stature but is sharp, intelligent and practical. He takes on a caring, almost older brotherly role in his friendship with Lennie.	Migrant worker: frustrated, loyal, devoted, a dreamer.
Lennie Small	The secondary protagonist in OMAM. He is a huge, lumbering man whose bearlike appearance masks a sweet, gentle disposition. Lennie has an unnamed mental disability which often gets him into trouble.	Migrant worker: childlike, physically powerful.
Slim	A tall, strong, quiet, and craggy-faced labourer on the ranch who works as a mule driver. Slim has an ageless, inscrutable face and a reserved disposition, and his physical power and commanding nature make him	Prince of the ranch': compassionate, wise, respected.
Candy	Candy is an old ranch worker who has lost a hand in a work accident and now works as a swamper, or cleaner. He feels that as he is old, useless and does not have any value as a person	The Old Swamper: unloved, an outcast, ageing., Marginalised
Curley	Curley, the son of the ranch's boss, is a mean and power-hungry individual obsessed with securing the respect and submission of everyone around him on the ranch.	The Boss's son: insecure, unmerciful, jealous, Confrontational
Curley's Wife	The only woman on the ranch, Curley's wife is viewed as a "tart" by the men who surround her. Young, lonely, and desirous of attention, Curley's wife spends her days roaming around the ranch looking for someone to talk to—even though she knows that the men all around are reluctant to talk to her for fear of incurring the wrath of her jealous husband	The only female: objectified, lonely, nameless. Femme fatale, dehumanised. A victim ?
Crooks	Crooks is an Educated, s, stable buck. He is the only man that can read. He is discriminated against, proud and isolated.	The Stable Buck: cynical, proud, isolated, an outcast, marginalised, dehumanised.

Symbols/Motifs

George & Lennie's Farm



Candy's dog



Lennies Puppy



Colour



(red)

Crook's Room



Bunk House



Animal Imagery

Of Mice & Men By John Steinbeck

Plot Overview

- George and Lennie are spending the night by a pool before starting work at a new ranch.
- George is annoyed with Lennie because they had to leave in a hurry from their last job. Lennie has a habit of getting into trouble.
- Lennie persuades George to him about their dream farm.
- George and Lennie arrive at the ranch. Curley tries to pick a fight with Lennie. Curley's wife flirts with the ranchers and catches Lennie's attention.
- We find out a little more about what happened at George and Lennie's last job.
- Carlson wants to shoot Candy's dog because it is no longer useful.
- Candy is eventually pushed into agreeing and Carlson takes the dog away and shoots it.
- Candy overhears George and Lennie talking about their dream farm. He offers his money so he can join them.
- Curley starts a fight with Lennie. Lennie crushes Curley's hand but Slim convinces Curley to say it got caught in a machine.
- Lennie wanders into Crooks' room. At first, Crooks tries to get rid of him but in the end, he lets him stay.
- Candy joins them and eventually they all start talking about the "dream".
- Curley's wife arrives and is unkind to Crooks.
- The other men return from town and Curley's wife leaves.
- Lennie is in the barn-he has accidentally killed his puppy given to him by Slim.
- Curley's wife finds him, and they talk about their dreams. We find out she wanted to be a movie star.
- They find out that they both like soft things. Curley's wife lets
- Lennie strokes her hair, but she gets angry when he strokes it too hard. Lennie panics-breaking her neck.
- Lennie runs away and Candy finds Curley's wife in the barn. The other men decide to hunt Lennie down.
- Lennie goes back to the pool where he and George stayed the night before they went to the ranch.
- George finds Lennie and calms him down by telling him about their dream of the farm.
- George knows that Curley wants to kill Lennie in a painful way, so he shoots Lennie himself before the other men arrive

Key

Vocabulary

Migrant
Confrontational
Domineering
Paternal
Marginalised
Discriminated
Scorned
Misogynist
Spinster
Jilted
Femme fatale
Supremacy
Lynching
Shackled
Dehumanised
Limbo
Symbolism
Morals
Premeditated
Culpability

Themes

Hopes & Dreams



Loneliness
& Isolation



Friendship



Inequality



Prejudice



Violence

