**Snowball as a benevolent leader**

Snowball represents the good leader because he is the animal most clearly adherent old Major's thinking, and he devotes himself to bettering the animals in intellectual, moral, and physical ways. He brings literacy to the farm so that the animals can better grasp the principles of Animalism by reading the Seven Commandments he paints on the barn wall. He also reduces the Commandments to a single precept ("Four legs good, two legs bad") so that even the least intelligent animals can understand the farm's new philosophy. The "thinker" of the rebellion, Snowball shows a great understanding of strategy during the Battle of the Cowshed, and while his various committees may fail, the fact that he attempts to form them reveals the degree to which he wants to better the animals' lives. His plan for the windmill is similarly noble, since its construction would give the animals more leisure time. His expulsion at the hands of Napoleon, however, suggests that force — not good intentions — governs the farm.

Snowball helps to bring literacy to the farm so that the animals can better understand the principles of Animalism by reading the Seven Commandments he paints on the barn wall. He reduces the Commandments to a single principle ("Four legs good, two legs bad") in order to help the least intelligent animals understand the farm's new philosophy. He is the "thinker" of the revolution, and shows a great military power during the Battle of the Cowshed. Although he shares the early luxuries of the pigs, such as the milk and apples which are kept from the other animals, he tries to make things better for them with technological advances like the windmill.