

Step 1 → HOMEWORK	NONE.	
Step 2 → Notes heading <i>Write down title & date.</i>	<u>Hero's Journey</u>	A Day: 9/12/16 B Day: 9/13/16
Step 3 → Start the Welcome Work	Journal #4: HERO (page 11) What makes a hero? Write about someone from your life or from literature who is heroic.	

Song of the day: "Hero" by Enrique Iglesias

10 Grammar Check: Prepositional Phrases

- Prepositional phrase is a groups of words starting with a preposition and ending with an object.
- These phrases indicate the relationships between various elements within a sentence.
- They can act as adjectives or adverbs.
- *Prepositional Phrases can be crossed out!*

Highlight the prepositional phrases in your journal!

Journal #4: HERO

11

Drain this!



HEINOUS

- Def → Excessively evil; positively hateful
- P.O.S. → ADJ.
- Clue → “Drain this!”
- My evil, heinous boss demanded that I always had to prep the onions, yelling, “Drain this!”

Ith cereal!



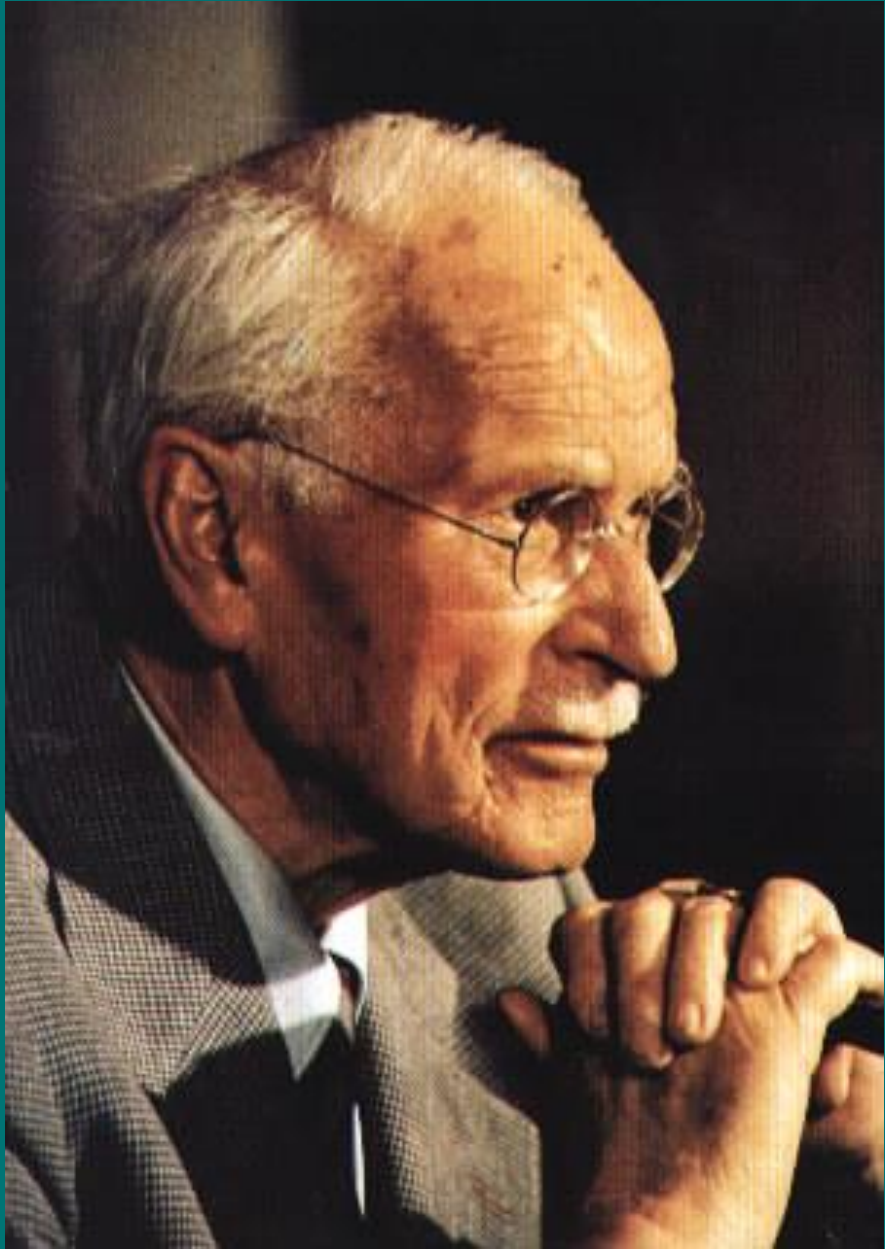
ETHEREAL

- Def → Heavenly, unworldly. Usually in a light/delicate/refined way.
- P.O.S. → ADJ.
- Clue → Ith cereal!

As I was stuffing my face, my friends asked what I was eating that was so ethereal. I replied, “Ith cereal!”

ARCHETYPE: A UNIVERSAL SYMBOL





Carl Jung

- ❏ Collaborator and friend of Sigmund Freud
- ❏ **Collective unconscious** = *inherited innate structure of the psyche which consists of universal archetypes which are identical for all individuals*
- ❏ **Archetypes** = *basic components of human psychic nature*

ARCHETYPE:

A pattern or prototype, such as a type of story, character, or common theme that is repeated in literature and reflective of the human experience.

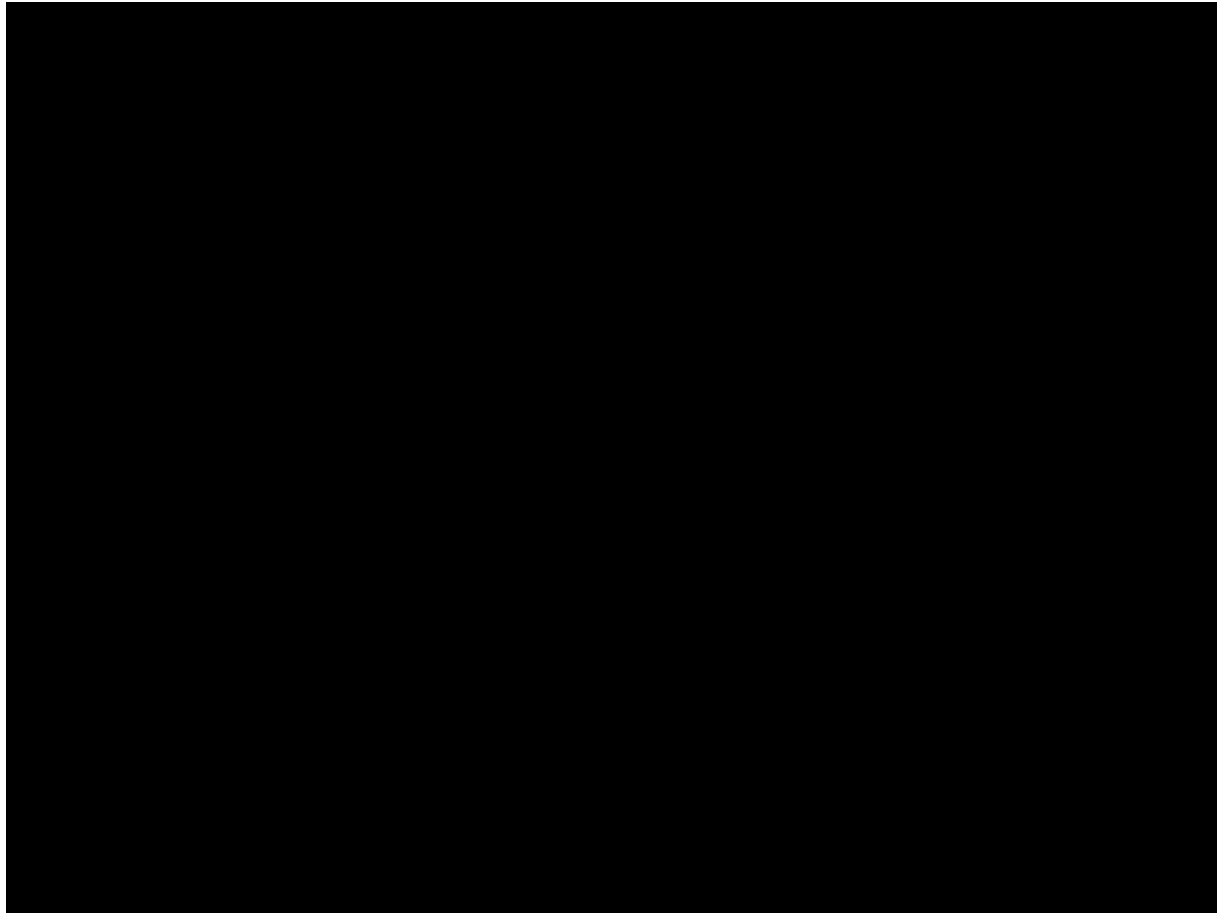


Huh? What does that mean?

- It is a repeating pattern of **characters, situations, or symbols** existing universally and instinctively in man's unconscious.

The hero= An important archetype

Click on the video
(or the link [HERE](#)) to
learn about the
hero's journey.



In your partners:



- List as many heroes as you can!

The Mother of all Archetypes... The Hero's Journey

- Developed by Joseph Campbell
- He claims that stories follow a similar circular pattern from beginning to end.
- Otherwise known as... The **Hero's Journey** or **Hero's Cycle**.

**THE HERO'S
JOURNEY** is one of
the oldest story
archetypes on the
planet.



And Stonehenge...



Some say it is older than
the Pyramids...



And even cave drawings.

THE HERO'S JOURNEY has appeared
in cultures throughout history. . .



Gilgamesh
Ancient Mesopotamia
18th Century BC



Homer's
Odyssey
Ancient Greece
8th Century BC



Virgil's *Aeneid*
Ancient Rome
29-19 BC



Chretien de Troyes'
"The Story of the Holy Grail"
from *Perceval*
Late 12th Century



THE HOLY GRAIL

The Arthurian Legends
Le Morte de Arthur
Sir Thomas Mallory
1470



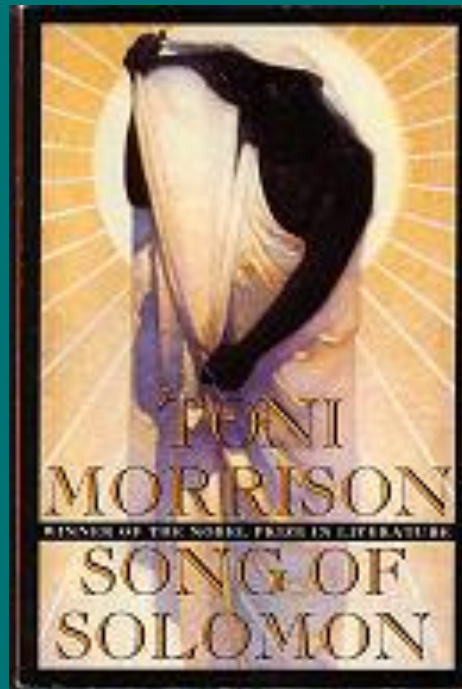
Jane Eyre, 1847
Charlotte Bronte



*The Catcher
in the Rye*
J.D. Salinger
1951



Candide
Voltaire
1759



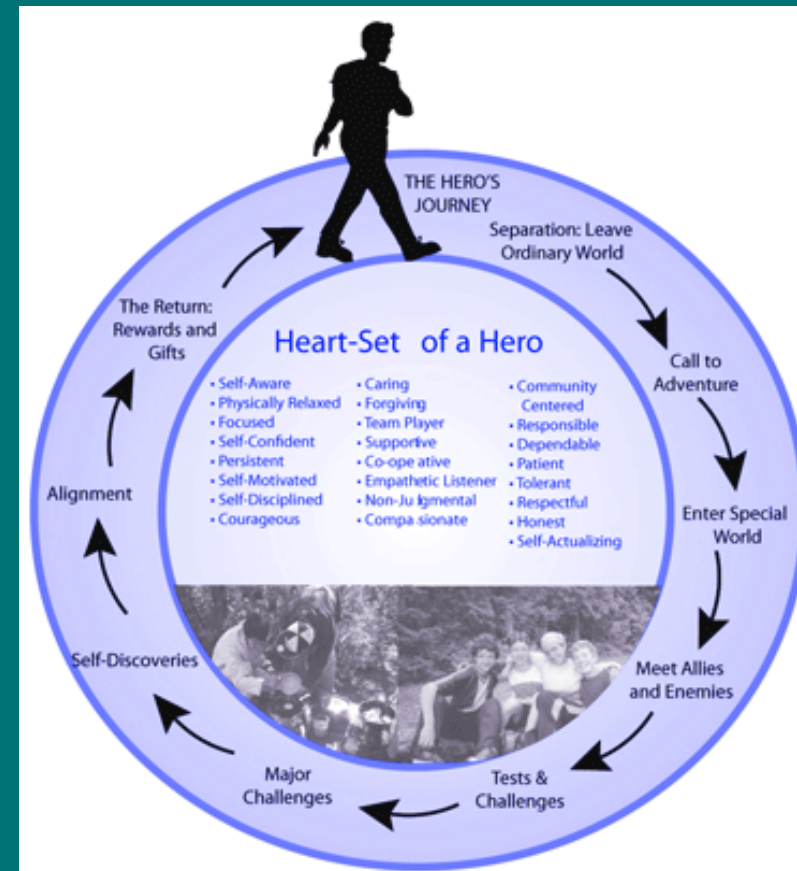
Song of Solomon
Toni Morrison
1977

HERO'S JOURNEY:

Literature based on a journey, a road of trials in which a hero hears a call and leaves his home—alone or in the company of others—to search out a treasure. Along the way he undergoes trials, receives aid, fights enemies and may even die, and, if he succeeds in attaining the treasure sought, may change who and what he is, as well as the community he returns to.

In his book, *The Hero with a Thousand Faces*, Joseph Campbell asserted that all storytelling follows the ancient patterns of myth, and that all stories use elements of the Hero's Journey.

THE MONOMYTH.



JOSEPH CAMPBELL'S 17 STAGES OF THE HERO'S JOURNEY

DEPARTURE

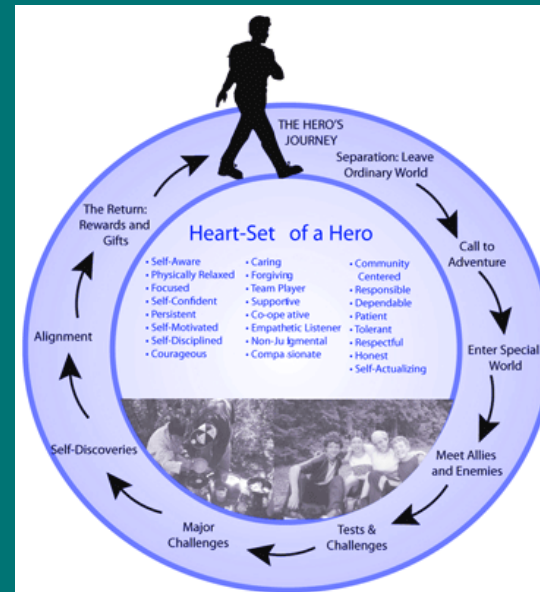
- 1: Call to Adventure
- 2: Refusal of the Call
- 3: Supernatural Aid
- 4: Crossing the Threshold
- 5: Belly of the Whale

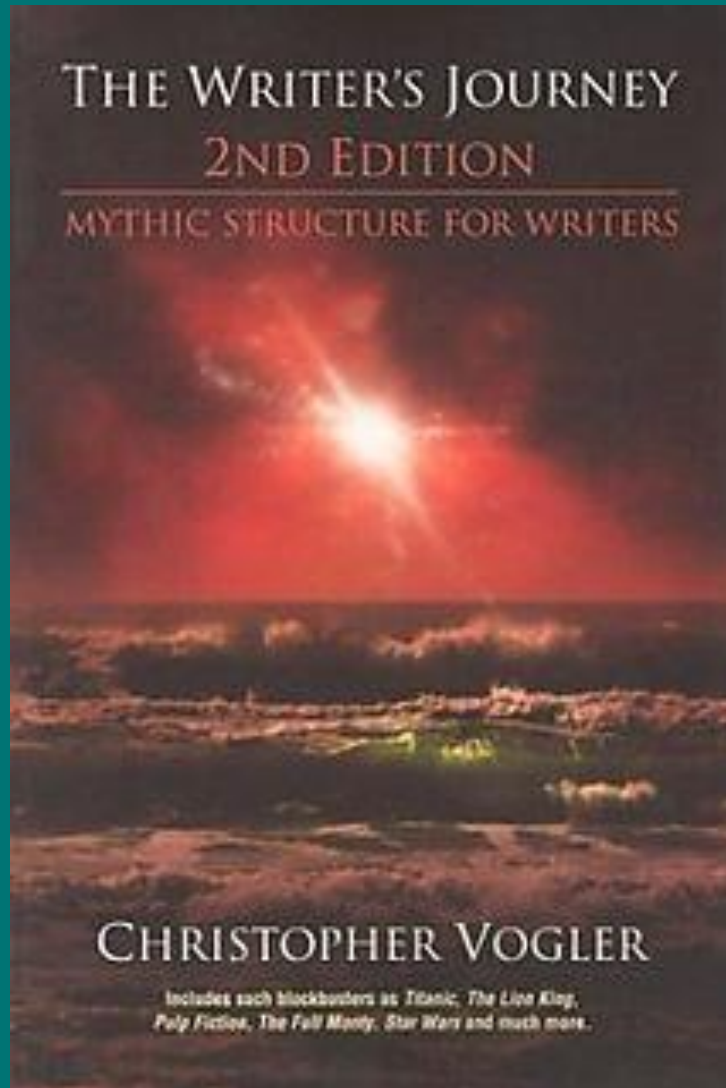
INITIATION

- 6: The Road of Trials
- 7: Meeting the Mentor
- 8: Temptation
- 9: Atonement
- 10: Apotheosis
- 11: The Ultimate Boon

RETURN

- 12: Refusal of the Return
- 13: The Magic Flight
- 14: Rescue from Without
- 15: The Return Threshold
- 16: Master of Two Worlds
- 17: Freedom to Live





Christopher Vogler, a Hollywood filmmaker, was inspired by Joseph Campbell's idea of the Monomyth . In his book *The Writer's Journey*, he demonstrates how writers can apply this ancient mythic structure to modern film.

Vogler's 12 Stages of the Hero's Journey

1. Ordinary World
2. Call to Adventure
3. Refusal of the Call
4. Meeting with the Mentor
5. Crossing the First Threshold
6. Tests, Allies, and Enemies
7. Approach to the Inmost Cave
8. The Supreme Ordeal
9. The Reward
10. The Road Back
11. Resurrection
12. Return with the Elixir



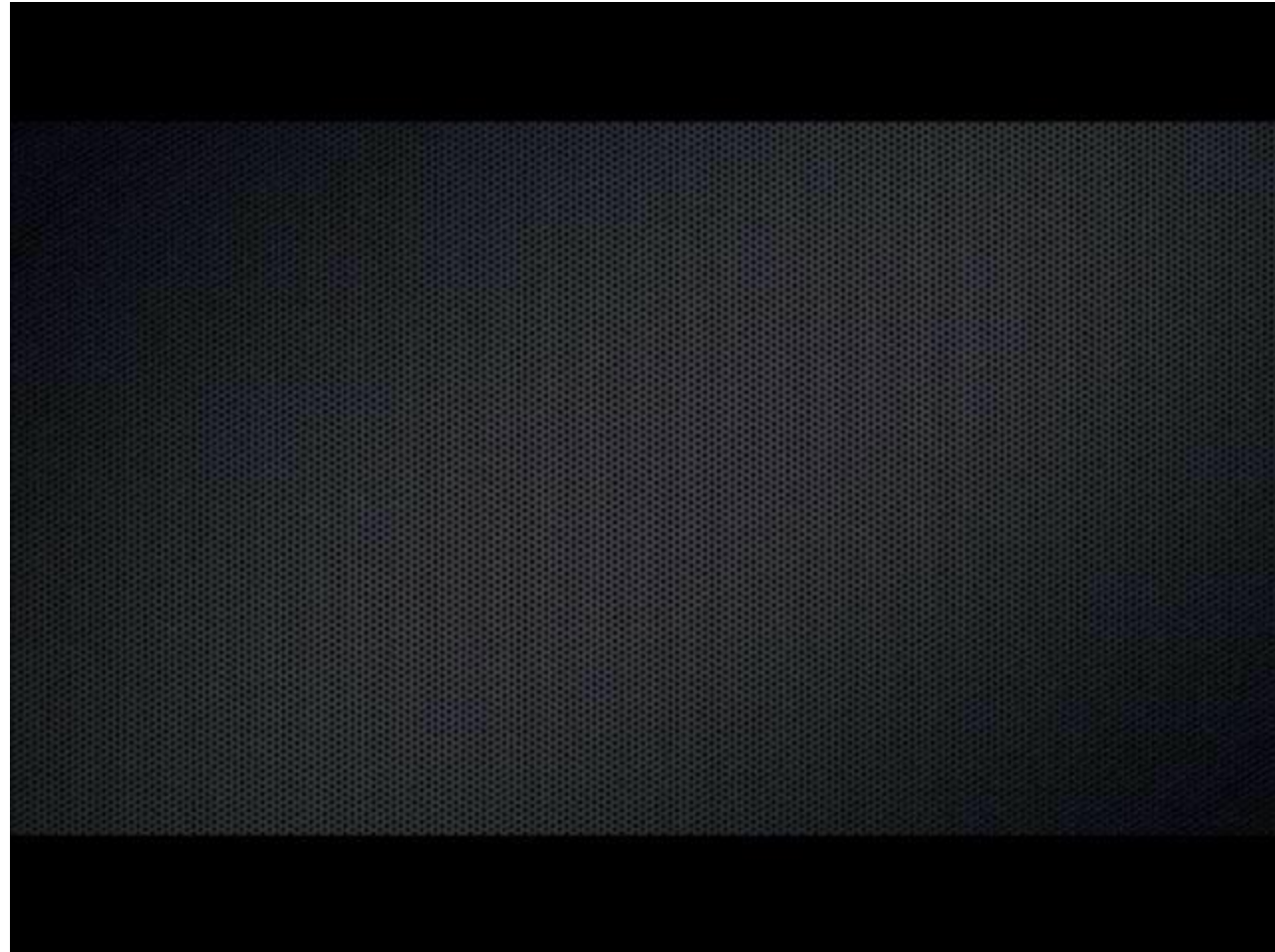


**First Major Section
of the Cycle**

Departure

Step 1: The Ordinary World

*Star Wars, Harry
Potter & Wizard of
Oz*



Step 2: Call to Adventure

- 📖 A character exists in an ***ordinary world***
- 📖 A ***herald*** or ***announcer*** appears and indicates to the hero that his life is about to (or at least has the potential) change
- 📖 The call promises ***both treasure and danger.***
- 📖 The call requires ***travel*** to a distant land, forest, or kingdom somewhere underground, beneath the waves, above the sky, on a secret island, atop a lofty mountain—even into a profound dream state. The hero must leave the ordinary world.



Odysseus
is called to
fight the
Trojan War

Dorothy
wants to
leave
Kansas.



Pinocchio wants
to become a
real boy.



Call To Adventure



The Call To Adventure

*Star Wars, Harry
Potter & Wizard of
Oz*

The Call to Adventure

Someone or something tells the hero there is
something else out there...

Stage 3: Refusal of the Call

- ❏ Almost all heroes *at first* refuse the adventure.
- ❏ The consequences of finally *accepting* the call:
 - The person gains *self-awareness* and *control*.
- ❏ The consequences of always *refusing* the call:
 - According to Campbell, the person's "*flowering world* becomes a *wasteland* of dry stones and his life feels *meaningless*."



Dorothy runs back to the farm and Auntie Em. A storm is brewing.

Luke Skywalker doesn't have time for the adventure - he has to help his Uncle Owen on the moisture farm.



Step 4: Meeting with a Mentor

- ❏ Usually [but not always] **masculine** in form
- ❏ Typically a wizard, hermit, shepherd, or smith—someone **peripheral** to the community
- ❏ Provides some kind of **supernatural aid** that the hero will use to begin the journey



The ruby
slippers



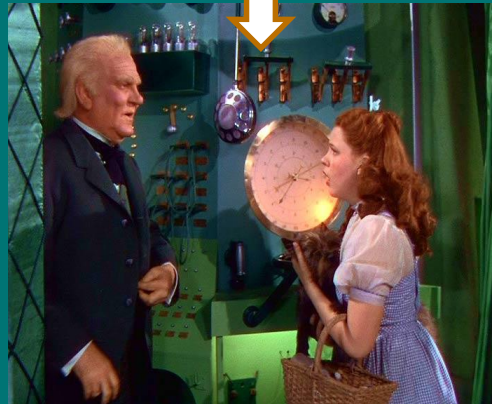
Luke receives his
light saber from
Obi-Wan Kenobi.

Supernatural Aid

Meeting the Mentor



Sidekicks, Mentors, Threshold Guardians



Guide, Protector
and Mentor

Step 5:
Crossing the
First
Threshold

The hero leaves
the old world
behind and enters
the new.





Dorothy is carried away to Oz by the tornado, and she begins her journey on the Yellow Brick Road.



Luke Skywalker leaves his home on Tatooine.

Crossing the Threshold

*Star Wars, Harry
Potter & Wizard of
Oz*

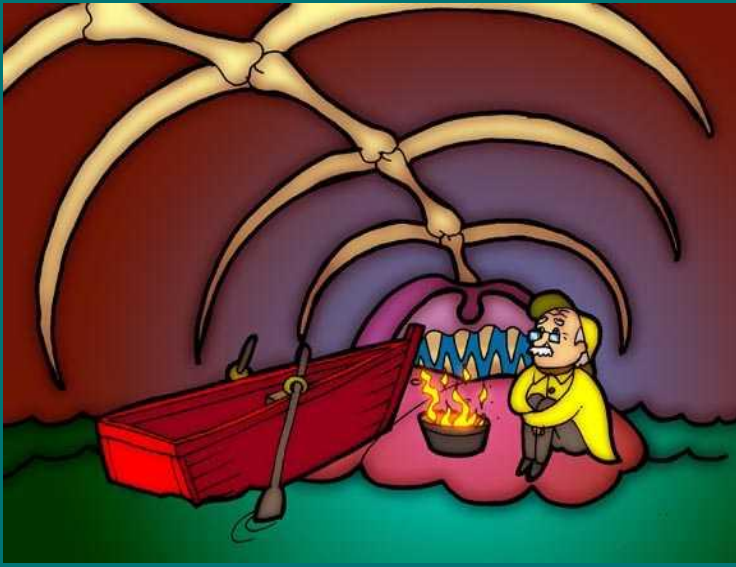
Crossing the Threshold

The hero crosses into the new world, leaving the
old world behind...

Step 6: Tests, Allies, and Enemies

- 📖 The **belly** = the adventure, where the rules are **different**.
- 📖 The hero is **born again**, undergoes a **metamorphosis**, and sheds his old character for a **new one**.





For some, the **Belly of the Whale** experience is a situation in which the hero feels trapped.

Like Jonah and Pinocchio, the hero experiences the “dark night of the soul” and must face his faults and the truth.

Luke Skywalker trains with Yoda in a whale-like house.



Luke, Hans, and Leia are trapped in the Death Star Garbage Compactor.

Belly of the Whale/ 2nd Call to Adventure





Step 7: Approach to the Inmost Cave

- ❏ The hero must prove that he is worthy of the quest.
- ❏ This stage is PREPARATION or TRAINING for the final challenge.
- ❏ Dragons must be slain, victories won, barriers passed, ecstasies experienced, etc.-- ***usually in series of threes.***



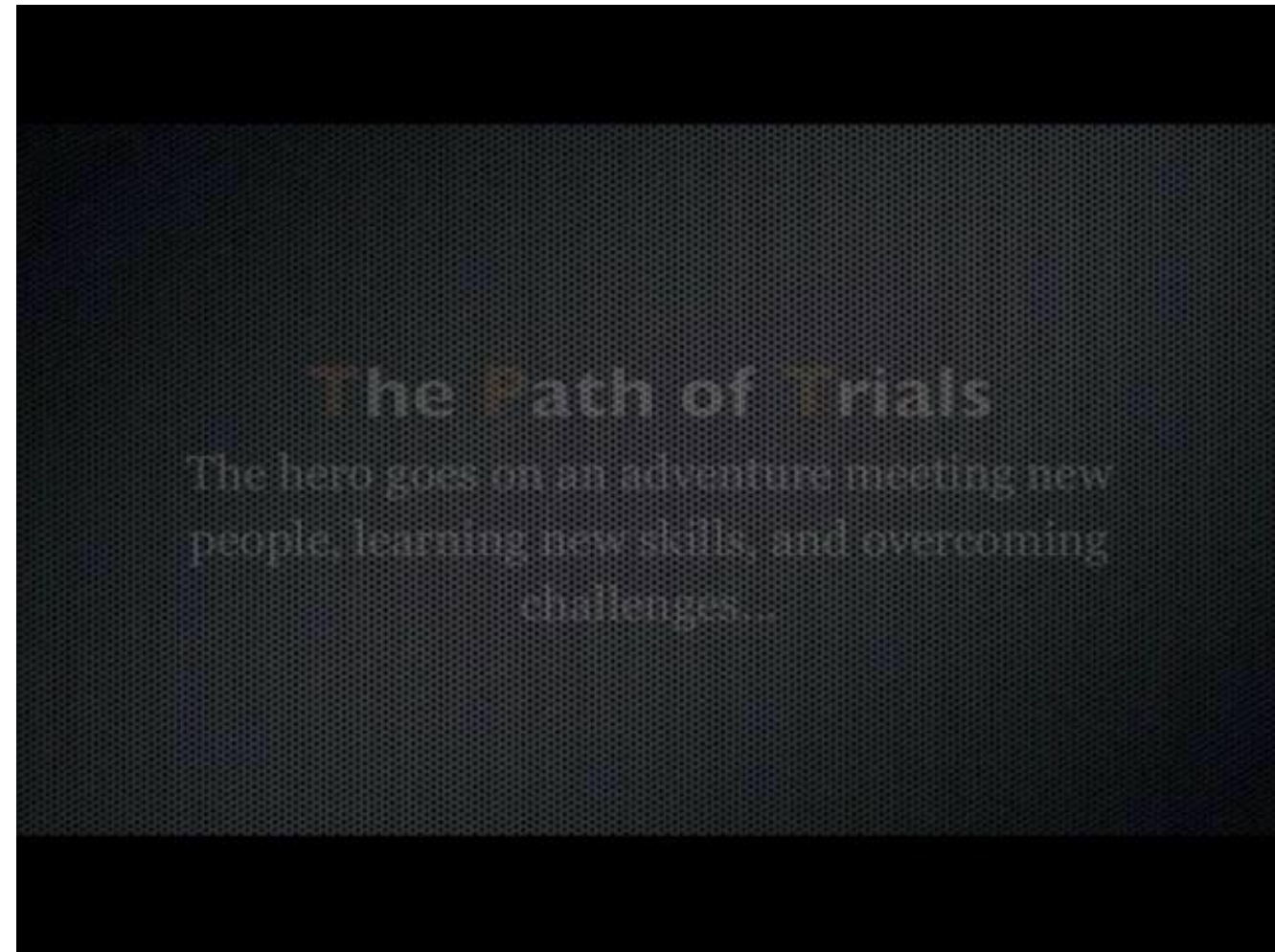
A series of tests, tasks, or ordeals (often in sets of three) that the hero must undergo to begin the transformation.

In *The Wizard of Oz*, Dorothy must first navigate the dangers of the Yellow Brick Road before she can get to her ultimate goal.

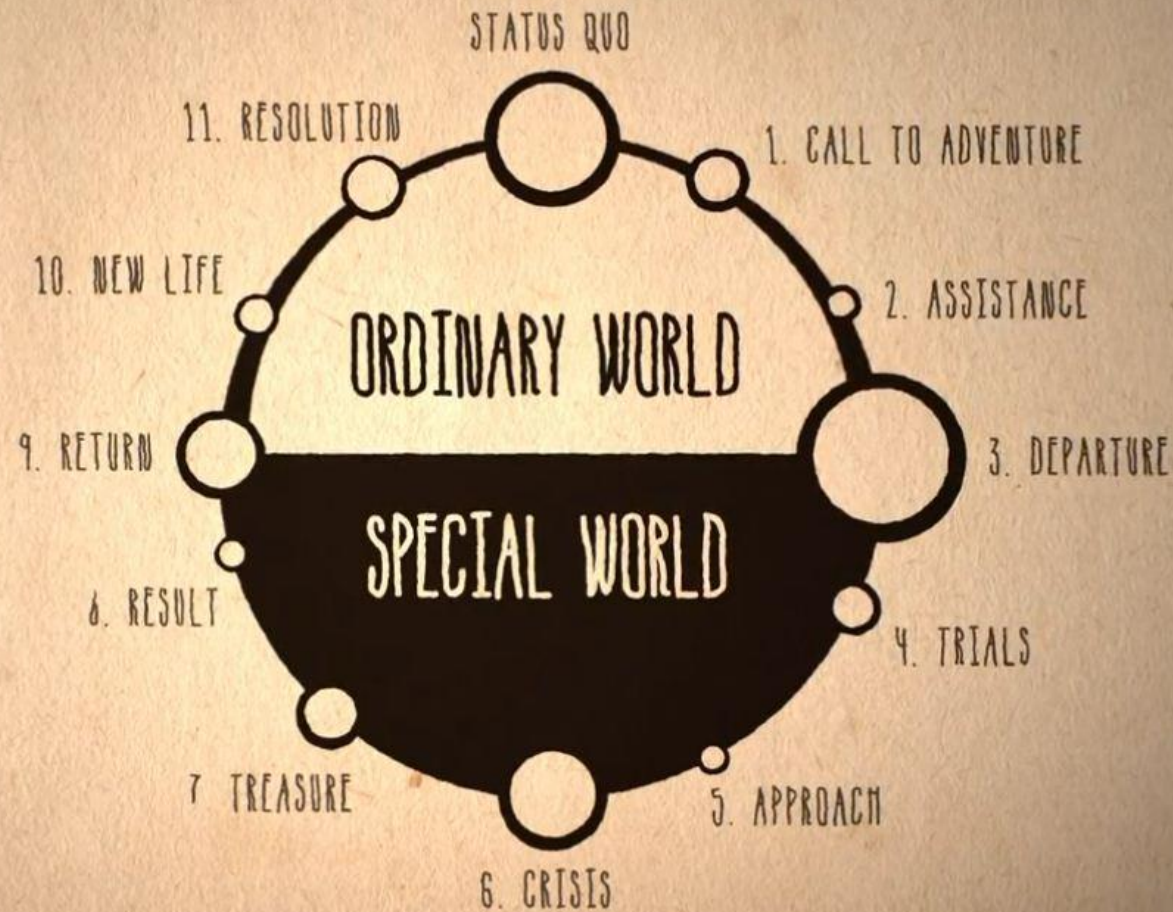


The Path of Trials: Step 6, 7, 8

*Star Wars, Harry
Potter & Wizard of
Oz*



What steps of the hero's cycle take place during the Path of Trials?





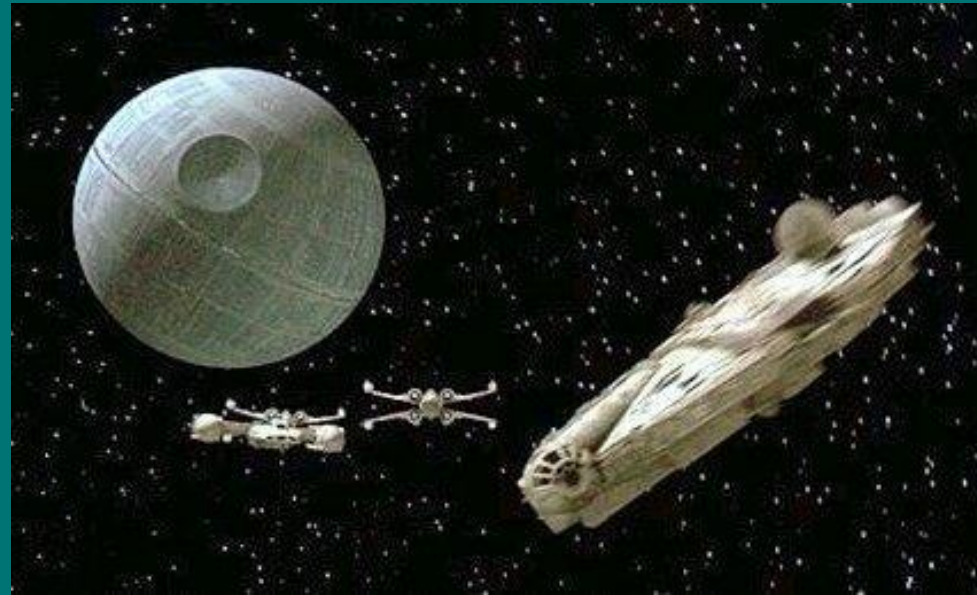
A wise or
magical
woman gives
guidance or
advice to the
hero.

Step 8: The Supreme Ordeal

- ❏ All previous steps have **prepared** and **purified** the hero for the boon.
- ❏ A **difficult task** is accomplished with **great ease**.
- ❏ The boon is sometimes the **goal** of the adventure--a magical elixir, the holy grail, a golden fleece.
- ❏ There is a **catharsis**—the hero comes close to death.



Dorothy retrieves
the witch's broom
from the guards.



Luke
destroys the
Death Star.

The Ultimate Boon



The Final Stages of the Journey

Step 9: The Reward

Step 10: The Road Back

Step 11: Resurrection

Step 12: Return with the Elixer

New Life

Resolution

It begins again...

The Master of Two Worlds

Having succeeded in the new world, the hero returns to the old world as a changed person...

Character Archetypes Along the Way...

The hero often encounters these character archetypes, which are characters that appear again and again in stories.

Can you think of examples of these characters?

- Mentors
- Loyal Retainers
- The Enemy
- The Outcast
- The Friendly Beast
- Evil Figure with a Good Heart
- Star Crossed Lovers
- The Damsel in Distress

Now it's your turn...

- In your groups, pick a story you all know.
- Then on your graphic organizer fill out the hero's cycle for your story.
- Be prepared to share with the class.

Writer's Notebook

- From the story you chose earlier, what is your hero's defining characteristic and what are some other character archetypes in your story?

HOMEWORK: A Day

- Due Wednesday, September 14
 - Read the rest of the steps on the PowerPoint
 - 2 Vocab notecards
 - Grammar Worksheet

HOMEWORK: B Day

- Due Thursday, September 15
 - 2 Vocab notecards
 - Grammar Worksheet