Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Hero's Journey**

Movie/book/story: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| The **Ordinary (Mundane) World** of the hero before journey |  |
| **The Call to Adventure** - someone or something tells the hero there is something else out there. |  |
| **Crossing the Threshold** - hero crosses into the new world leaving the old world behind. |  |
| **The Path of Trials** - the hero goes on an adventure meeting new people learning new skills, overcoming challenges, and gaining new knowledge. Describe at least **four** of these. |  |
| **Mentors, Friends, and Enemies –** Describe at least **four** characters that fit into one of these categories. What is their relationship to the hero? How do they help/hurt the hero? |  |
| **The Master of Two Worlds** - having succeeded in the new world, the hero returns to the old world as a changed person. |  |