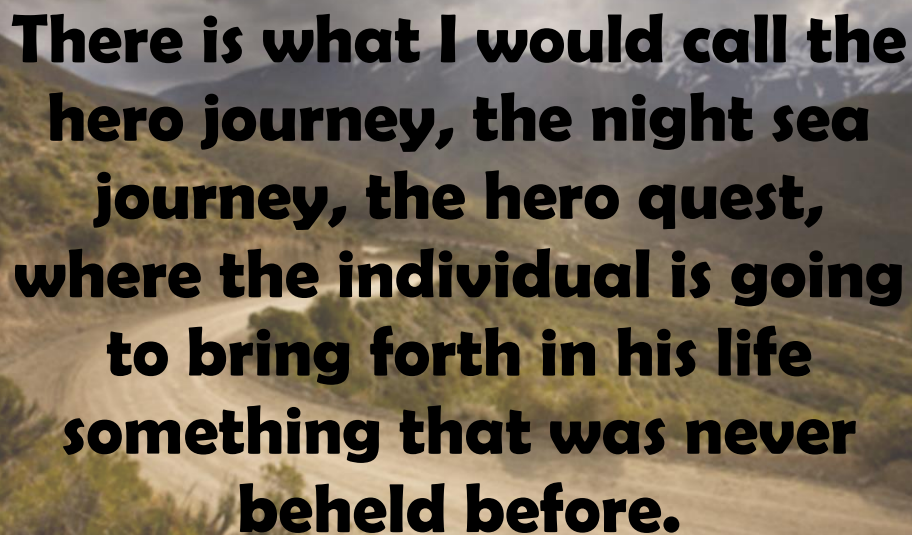


My Hero's Journey

6th Grade Writing

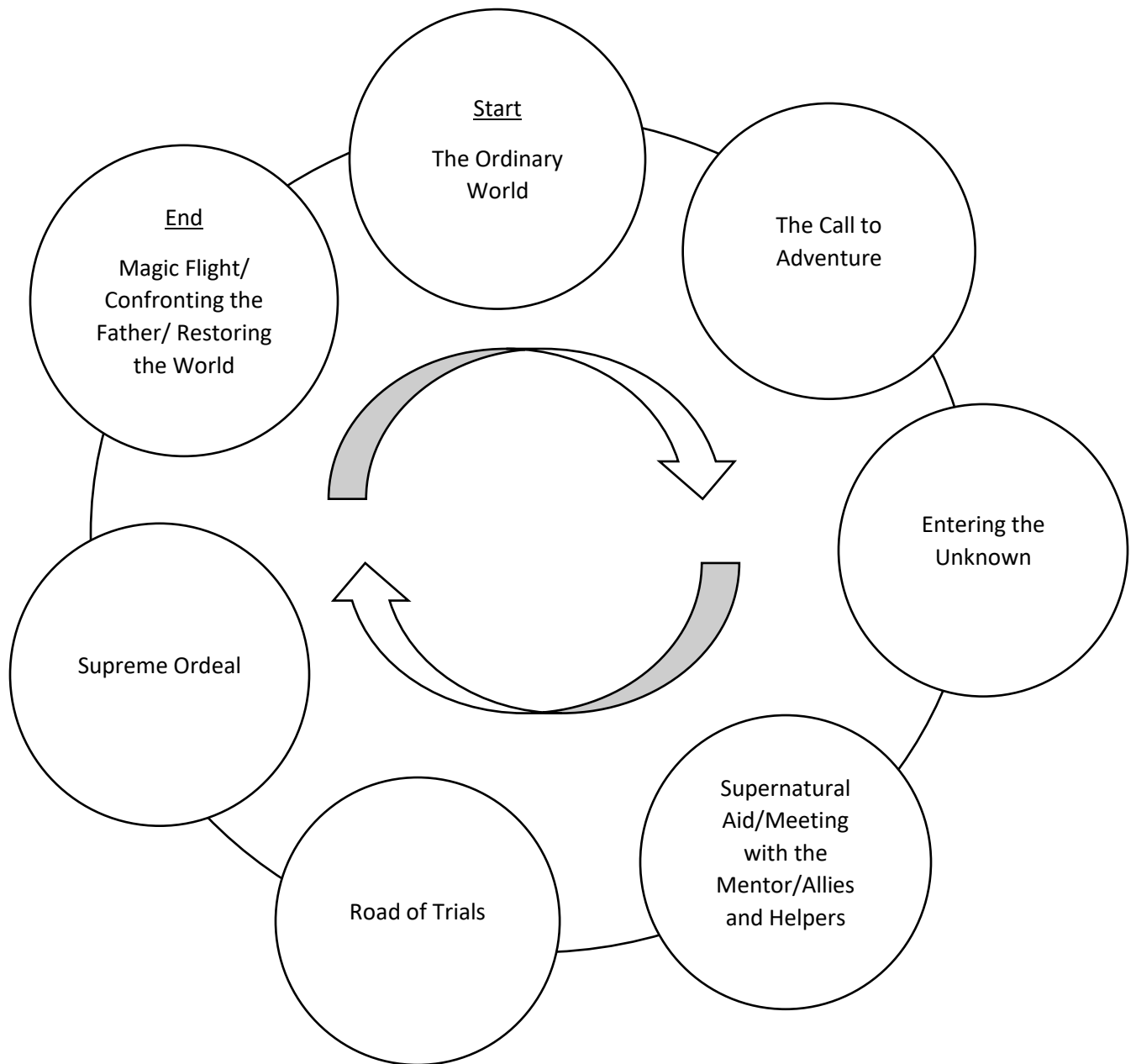


**There is what I would call the
hero journey, the night sea
journey, the hero quest,
where the individual is going
to bring forth in his life
something that was never
beheld before.**

-Joseph Campbell

Name _____

Stages of “The Hero’s Journey”



Writing “The Hero’s Journey”

Directions:

- **Write a story about a character that goes on a Hero’s Journey. Use the organizers provided for you to layout the paragraphs, events, and characters of your story.**
- **As you write your story, refer to your notes about the structure of “The Hero’s Journey”.**
- **Follow the outline from your packet to guide your writing.**
- **Show, don’t tell. (Use dialogue and vivid or concrete details.)**
- **Write at least 9 paragraphs. (This includes all the stages of the Hero’s Journey plus an introduction and conclusion.)**
- **Use the checklist and rubric to ensure that you include all that is required to make your story engaging and organized.**
- **Check your writing for:**
 - **Spelling**
 - **Capitalization of proper nouns**
 - **Capitalization of the beginning of sentences**
 - **Punctuation**
 - **Indentation of each new paragraph**
 - **Interesting word choice**
 - **See the rubric for more details of expectations.**

My Notes About “The Hero’s Journey”

Directions: As you view the PowerPoint, take notes on the different stages of “The Hero’s Journey”. This will help you in the different steps of writing your hero’s journey.

What is the Hero’s Journey? _____

What makes a myth? _____

Why do myths matter? _____

Take notes on the stages of “The Hero’s Journey”:

Ordinary World: _____

Call to Adventure: _____

Entering the Unknown: _____

Supernatural Aid/Meeting with Mentor/Allies and Helpers: _____

Road of Trials: _____

Supreme Ordeal: _____

Magic Flight: _____

Confronting the Father: _____

Restoring the World: _____

The Hero's Journey Stages

The Ordinary World:

Heroes live in a world that is considered ordinary or uneventful by those who live there. The people who live there often consider the heroes odd. The heroes possess some ability or characteristic that makes them feel out-of-place.

The Call to Adventure:

Usually there is a discovery, some event, or some danger that starts them on a heroic path. Heroes find a magic object or discover their world is in danger. In some cases, heroes happen upon their quest by accident.

Entering the Unknown:

As heroes start their journeys, they enter a world they have never experienced before. It might be filled with supernatural creatures, breathtaking sights, and the constant threat of death. Unlike the heroes' homes, this outside world has its own rules, and they quickly learn to respect these rules as their strength and courage are tested time and time again.

Supernatural Aid/Meeting with the Mentor/Allies and Helpers:

Supernatural does not have to mean magical. Supernatural means "above the laws of nature." Heroes are almost always started on their journey by a character who has mastered the laws of the outside world and come back to bestow wisdom upon them. This supernatural character often gives them the means to complete the quest. The gift can be something as simple as wisdom, or it can be an object with magical powers; however, no matter what the gift is, it is always something the hero needs to succeed.

Every hero needs a helper, or sidekick. Most heroes would fail miserably without their helpers.

Road of Trials:

The road of trials is a series of tests or tasks that the person must go through to begin a transformation. Often, the person fails one or more of these tests, which often occur in threes. The heroes progress through a series of tests, or a set of obstacles that make them stronger, as they prepare for their final showdown.

Supreme Ordeal:

The Supreme Ordeal is the obstacle that the heroes have journeyed so far to overcome. All the heroes' training and toil comes into play now. The journey has hardened them, and it is time for the show. Once the obstacle is overcome, the tension will be relieved. The worst has passed, and the quest, while not officially over, has succeeded.

Magic Flight:

After the heroes have completed the Supreme Ordeal and have the reward firmly in hand, all that is left for them is to return home. Just because the journey has passed does not mean that the return journey will be smooth sailing. There are still obstacles on the return home to overcome. At some point, the hero must often escape with the reward. This can sometimes take the form of a chase or a battle.

Confronting the Father:

In this step, the heroes must confront whatever holds the ultimate power in his or her life. In many myths and stories, this is the father, or father figure, who has life and death power. Although this stage is often an encounter with a male, it does not have to be a male, just someone or something with incredible power.

Restoring the World:

Success on the heroes' quests is life-changing, for them and for many others. By achieving victory, they have changed or preserved their original world. Often, they return with an object or personal ability that allows them to save their world.

The heroes have also grown in spirit and strength. They have proved themselves worthy for marriage, kingship, or queenship. Their success in the supernatural worlds allows them to return and be heroes in their own world.

Guided Practice:

Directions: We will read “The Golden Touch” together as a class. We will identify the different stages of “The Hero’s Journey” and highlight where we find the stages in the story. We will make notes in the margins to label which stage of “The Hero’s Journey”. Take bulleted notes on this page.

Ordinary World: _____

Call to Adventure: _____

Entering the Unknown: _____

Supernatural Aid/Meeting with the Mentor/Allies and Helpers: _____

Road of Trials: _____

Supreme Ordeal: _____

Magic Flight: _____

Confronting the Father: _____

Restoring the World: _____

Independent Practice

Directions: Read “The Golden Key” and identify the different stages of “The Hero’s Journey” you find in the story. Highlight the parts of “The Hero’s Journey” in the story and create a tab with a post-it note to label which stage it is. I will do the first one with you.

Ordinary World: _____

Call to Adventure: _____

Entering the Unknown: _____

Supernatural Aid/Meeting with the Mentor/Allies and Helpers: _____

Road of Trials: _____

Supreme Ordeal: _____

Magic Flight: _____

Confronting the Father: _____

Restoring the World: _____

Show, Don't Tell

Directions: Use this page to take notes on "show, don't tell".

Thoughts and Ideas

Directions: You will need at least one full paragraph for each stage in your story. (You may write more paragraphs than this. I know many of you will!) Use this page to begin planning and laying out your paragraphs.

Introduction:

The Ordinary World:

The Call to Adventure:

Entering the Unknown:

Supernatural Aid/Meeting with the Mentor/Allies and Helpers:

Road of Trials:

Supreme Ordeal:

Magic Flight:

Confronting the Father:

Restoring the World:

Conclusion:

My Hero's Journey Checklist

I've thought about and planned for:

_____ **My Hero – Who is your hero? How do readers meet the hero?**

_____ **The Ordinary World – What is the setting at the beginning?**

_____ **The Call to Adventure – How is your hero started on his or her journey?**

_____ **The Supernatural World – What kind of place is the new world going to be?**

_____ **The Allies – Who will be helping your hero along the way?**

_____ **The Road of Trials – What obstacles is your hero going to encounter?**

_____ **The Supreme Ordeal – What is going to be the climax of your story?**

_____ **The Return – How is your hero going to get home? What happens once he or she is home?**

- **The Magic Flight**
- **Confronting the Father**
- **Restoring the World**

_____ **Theme – What is the big idea or lesson of your story?**