**A Rough Model of the Hero’s Journey (Teaching Tool):**

The structure of stories is rather simple and is very useful to students as a model for their own original stories and parodies. George Lucas, creator of the “Star Wars” saga, admits to using this same model to write his blockbuster movie trilogies. He points to Joseph Campbell’s book, The Hero with a Thousand Faces as his primary inspiration. Most important, these tales can give anyone who reads them hope and inspiration to live “Heroic Lives.” We are all the heroes and heroines of our own stories, of our own lives.

**Write** these out on a board and discuss their importance in every story. It’s your beginning, middle, and end.

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| ***Separation and Departure*** | ***Initiation*** | ***Return and Reintegration*** |

**Next** **discuss** these points of the Hero’s Journey. Once you’ve covered them, have the group fill in the elements of stories they know.

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| **Call to Adventure or Wounding** | **Fear or Refusal** | **Mentor** | **Journey** | **Threshold** | **Demons, Ordeals, or Tests (Getting used to new reality, approaching acceptance)** | **Reward or Boon** | **Climax, Resurrection Apotheosis** | **Ending or Result** |

**Call to Adventure:** The hero is probably in a comfortable life at the moment. But detects something is amiss, or doesn’t fit in. Something happens that sets off the chain of events! It may even seem like our hero is the last person you’d expect to step up.

**Fear or Refusal:** All of us have self doubt. Our hero will face a reason why they won’t continue on. This keeps them realistic and lets the audience connect with them.

**Mentor:** The Merlin character usually pushes the hero into the adventure and serves as the reliable source of wisdom and support. It helps the audience to know that this hero isn’t alone in their challenges and journey.

**Threshold:** There is a pivotal scene or moment when our hero realizes they “aren’t in Kansas anymore.”

**Demons, Ordeals, or Tests:** The hero faces challenges as they get used to the new world of their journey.

**Reward or Boon:** For every challenge, there must be some benefit that helps the hero further down the road. Sometimes this is a magical power, elixir, weapon, etc.

**Climax, Resurrection, Apotheosis:** Our hero may gain god-like powers, defeat death, or simply be facing the final ordeal.

**Ending:** The hero takes the new skills, bounties, treasures and returns home. But there is going to be a challenge in returning back to the life you once knew after this journey. Perhaps home changed or the hero’s view changed.

**Ask**: What has been a time in life when you or a family member was called to adventure? Passed a threshold into an “other world”?

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| **Heroine or**  **Hero** | ***Separation and Departure*** | | | | | ***Initiation*** | | ***Return and Reintegration*** | |
| **Call to Adventure or Wounding** | **Fear or Refusal** | **Mentor** | **Journey** | **Threshold** | **Demons, Ordeals, or Tests (Getting used to new reality, approaching acceptance)** | **Reward or Boon** | **Climax, Resurrection Apotheosis** | **Ending or Result** |
| Luke Skywalker | Message from Leia | Harvest time | Obi-Wan | Flee Tattoine and become a Jedi | Leaving Home | Cantina, Escape from Deathstar, Return to Deathstar as pilot | Plans on Death Star | Luke blows up the Deathstar using the Force | Victory Ceremony, recognized by rebels as leader |
| Neo | Follow the White Rabbit | Won’t climb out window | Morpheus | Red Pill or  Blue Pill | Leaves Matrix | Betrayal by Cypher, Rescuing Morpheus, Facing Agent Smith | Neo believes he is The One | Neo comes back to life, destroys the Agent | Hope for humanity as prophecy seems fulfulled |
| Frodo | Is given the ring | Is just a hobbit | *Gandalf* | *Take the ring from Rivendell to Mordor* | *Leaves Rivendell* | *Mines of Moria – Balrog, Orcs and Boromir, Gollum, Shaelob* | Mithril armor, magic ring | *Gollum bites off ring and falls in volcano* | *Saved by eagles, reunited w/ friends. Return to Shire to save the day. Depart West.* |
| Harry Potter | Scarred by Voldemort and Invited to Hogwarts | Uncle tries to block invitations | Hagrid, ( & Dumbledore) | Heads to school | Platform 9 3/4 | Three headed dog, giant wizard chess, and riddle | Harry’s goodness is his weapon | Battle with Quirrell / Voldemort | Griffindor wins the House Cup |