



IDX G9 English S+

Study Guide Issue 1

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Monomyth (mono – 1, myth – story)

Ultimately, every myth's structure is the same.

Distinguishing Myths and Legends

- Legends: often have a basis in fact, but the details have changed over time.
- Myths: aren't usually true stories.

Metaphysical (spiritual)

- Teach people about a society's spiritual systems.

Cosmological (before science)

- Explaining why the world is the way it is (before science was invented).

Sociological (cultural)

- Express cultural values and teach people how to be a part of their societies.

Pedagogical (life lessons)

- Teach people important ideas about life.

Three Parts of Myth

- Separation (hero leaves)
- Initiation (hero changes)
- Return (hero comes back)

Separation

Myths begin with a hero in the known world

- The hero in the known world: flaws
 - A good hero is defined by their flaws (and how they overcome them).
 - Heroes represent the values/ flaws of their culture.
 - Heroes are usually reactive (antagonists are proactive).
 - The hero is from the known world.
- Call to Adventure
 - The hero usually begins the story in an unfulfilled state.
 - E.g. (Herald of Adventure).
 - The ‘Herald of Adventure’ comes, signals the adventure.
 - Often (but not always) an old person.
 - Usually mysterious, often worldly, or scary.
 - From the unknown world, the world of adventure.
 - Hooks the hero on the adventure.
 - Reluctant hero.

Initiation

- Threshold

- Leaving the world of the known and going into the unknown world.
- Dream like.
- Scary and dangerous because the unknown is scary.
- Tornado over the rainbow, falling down the rabbit hole, waking up from the Matrix, etc.

- There's often an actual line to cross.

- Road of Trials

- Getting better/ stronger/ faster/ wiser.
- Lots of failure and growth.
- Tests of virtue.
- Finding friends and mentors who will give them advice, assistance, or gifts that will help them on their journey.

- The God Figure

- All the first myths are about gods, so Campbell calls these influential characters, god figures.
- A god figure is a powerful or central character in a story.
- The hero must interact with the god figure in a way that gives them some sort of revelation or enlightenment.

- The Boon

- After the hero fights, accepts, tricks, and becomes the god figure, they usually get some sort of reward. This is the boon. This could be as simple as money, to something like magical powers or advice.

Four ways you can interact with a god figure:

- Atonement (confront)

- This is always a confrontation. It could be an argument, or a fight.

- Union (accept)
 - The way of interacting with a god figure is all about acceptance and love.
- Theft (trick)
 - This is the hero who tricks or steals or talks his way of probability.
- Apotheosis (become)
 - This is the hero who becomes a god figure.

World Navel (Abyss)

- This revelation usually occurs in a world navel.
- Navel – (n.) 1) a belly button. 2) the center of a place.
- The world navel is the metaphorical center of a world.
- It's the most important place in the novel.
- Mythological center of the world/ Metaphorical center of the story.
- Usually easy to spot.
- Usually hard to get into.
 - Might have to descend into a cave or pass security.

Return

Return

- The hero has to leave this situation.
 - Magical Flight: Escape with the boon.
 - Rescue: Friends come to save the hero.
 - Resurrection: Somehow comeback to life after death.
 - Failure: Death of the hero.
- If the hero is successful, they come home with treasures.

- If the hero got the boon was caught or killed, it ends as a failure.

Archetypes

What is an Archetype?

- Archetypes are recurring patterns that occur in mythology, religions, and stories across cultures and time periods. (Characters, music, things, etc. that keep on showing up throughout the story.)
- The theory is that they are “baked” deep into the human subconscious and are seen as having universal meaning.

How do Archetypes help us understand the story?

- They help us understand characters and stories from cultures and people whose experience is very different from our own.
- They help us through symbols and characters which is “unsaid”.

Archetype Categories

- Archetypical Setting and Symbols
- Situational Archetypes
- Color Archetypes
- Number Archetypes
- Character Archetypes

The Performer’s Triangle

Physical Presence

- Body and Facial Language

- Posture

Gesturing

- Expression

- Eye Contact
 - Scanning Triangle (if directed towards an audience)

- Movement
 - Utilizing the presentation space

Speaking Voice

- Purposeful
- Varied (volume, tone, pitch, inflection)
- Appropriate for the character, situation, and audience

Mental Focus

- Prepared, Rehearsed
- Committed and free of distractions
- Aware

Vocabulary

allowance (n)

Definition: An amount of something that is permitted or given

archetype (n)

Definition: A universal symbol or model that appears in myths and stories

conceited (adj)

Definition: Having an overly high opinion of oneself; arrogant

cunning (adj/n)

Definition: Clever in a sneaky or deceptive way

endurance (n)

Definition: The ability to keep going despite hardship

fable (n)

Definition: A short story that teaches a lesson, often with animals as characters

famished (adj)

Definition: Extremely hungry

festivities (n)

Definition: Celebrations or joyful events

fragrant (adj)

Definition: Having a pleasant smell

hero's journey (n)

Definition: A common pattern where a hero leaves, faces trials, gains wisdom, and returns transformed

impudent (adj)

Definition: Rude or disrespectful

install (v)

Definition: To place or set something up for use

luscious (adj)

Definition: Delicious or rich in taste

modest (adj)

Definition: Humble; not boastful

monomyth (n)

Definition: Another name for the Hero's Journey, a common structure in myths

moral (n)

Definition: The lesson taught by a story or myth

morsel (n)

Definition: A small piece of food

myth (n)

Definition: A traditional story explaining natural or social phenomena, often with gods or heroes

plausible (adj)

Definition: Seeming reasonable or believable

predicament (n)

Definition: A difficult or tricky situation

scold (v)

Definition: To angrily criticize or reprimand

shear (v)

Definition: To cut the wool or hair from

stray (adj/n)

Definition: Lost or wandering; or an animal that is lost

take advantage of (v)

Definition: To unfairly use someone or something for one's own benefit

tyrant (n)

Definition: A cruel or oppressive ruler

voracious (adj)

Definition: Having a huge appetite; very eager

Guile (n)

Definition: Clever deceit; sly intelligence

Plotting (v, gerund)

Definition: Secretly planning something harmful

Ornaments (n, plural)

Definition: Decorative objects or details

Unharmed (adj)

Definition: Not hurt or injured

Begged (v, past)

Definition: Asked earnestly or desperately

Inspiration (n)

Definition: A sudden brilliant idea or influence

Gallows (n)

Definition: A structure for hanging criminals

Sacrificed (v, past)

Definition: Gave up something valuable for another purpose

Exchange (n/v)

Definition: To trade one thing for another

Acquire (v)

Definition: To gain or obtain something

Dwell (v)

Definition: To live in or focus on something

Ultimate (adj)

Definition: The final, most important

Mysteries (n, plural)

Definition: Things that are unknown or difficult to understand

Counsellor (n)

Definition: A person who gives advice or guidance

In vain (adv, phrase)

Definition: Without success or result

Riddled (v, past participle / adj)

Definition: Filled or spread throughout

Herald (n / v)

Definition: A messenger or sign of things to come

Eternal (adj)

Definition: Lasting forever, without end

Took council (v, phrase)

Definition: Sought advice or discussed matters

Conquering (v, present participle / adj)

Definition: Gaining control over a place or people

Pounced (v, past)

Definition: To leap suddenly to attack

Oath (n)

Definition: A solemn promise or vow

Fountain (n)

Definition: A source of water or inspiration

Hostage (n)

Definition: A person held prisoner until conditions are met

Precious (adj)

Definition: Of great value or importance

Treatment (n)

Definition: The manner of handling or caring for something

Draught (n)

Definition: A current of air, or a serving of drink