**Journey Myths**

**Journey Myths all fallow the pattern of the ‘hero’s journey’. Fill in the examples from ‘Bang, Bang you’re Dead’ that we discuss in class ☺**

**Hero Journeys to Consider as we Talk:**

**Anakin: ‘Star wars,’ Mulan: ‘Mulan,’ Peter Parker: ‘Spiderman,’ Bruce Wayne: ‘The Dark Knight Rises,’ Harry: ‘Harry Potter,’ Bilbo: ‘the Hobbit,’ Rick: ‘The Walking Dead,’ The Knights of the Round Table… ANYTHING!**

1. **The Ordinary World:**

* The hero must have a starting point, a place to call home and a place to return.
* The audience must know where the hero is coming from.
* This is the place of normalcy that the hero will break from.

\*\*Example: Shrek leaving his swamp to go rescue Princess Fiona in order to get his swamp back.

**Your Example: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

1. **The Call to Adventure**

* The hero either discovers that he has a special calling or that something has occurred that necessitates his leaving on the quest.
* The hero often must first heeds the call to adventure (denial of the adventure is not much fun!!!)

\*\*Example: Marlin has to go rescue his son Nemo in Finding Nemo.

**Your Example: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

1. **The Helper**

* During this time a helper or amulet may appear to aid the hero.

\*\*Example: Harry Potter’s invisibility cloak, Luke’s Light saber, Shrek’s donkey, or Marlin’s Dori.

**Your Example: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

1. **Rejecting the Call**

* The hero can or may reject the call to adventure at this time.
* This can also happen later in the story or adventure where the hero can turn his back on the adventure.
* This does not last long as usually something happens to bring our hero back onto the adventure

\*\*Example: Peter Parker in Spiderman 2 giving up his role as Spiderman.

**Your Example: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

1. **The Threshold**

* Now the hero must cross the threshold.
* This is the first major accomplishment that fuels the hero’s confidence.
* A shadow presence may guard the entrance or the next step in the adventure.

\*\*Example: The Evil Step Mother tries to block Cinderella from going to the ball.

**Your Example: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

1. **Trials and Tests**

* The hero next undergoes a series of tests called the road of trials.
* This part of the adventure culminates with the supreme test.

\*\*Example: The last test in Finding Nemo is when Nemo gets caught in the fishing net.

**Your Example: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

1. **The Reward**

* Finally, the hero has passed the tests and may reap the rewards.

\*\* Example: Treasure or Love – Peter Parker wins the love of Mary-Jane in Spiderman 2.

**Your Example: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

1. **The Journey Home**

* The hero can then return to their home.
* But the familiar place has changed and is no longer as it was because the hero himself has changed.
* The hero achieves his goal and in that process comes to a better understanding of himself.

\*\*Example: Marlin in Finding Nemo comes home and he lets go of his protectiveness of Nemo. Both father and son come to an understanding

**Your Example: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

11)

Title:

(1)Ordinary World (2) The Call to Adventure

(3)The Helper (4)Rejecting the Call?

(5)The Threshold (6)Trials and Tests

(7)The Reward (8)The Journey Home