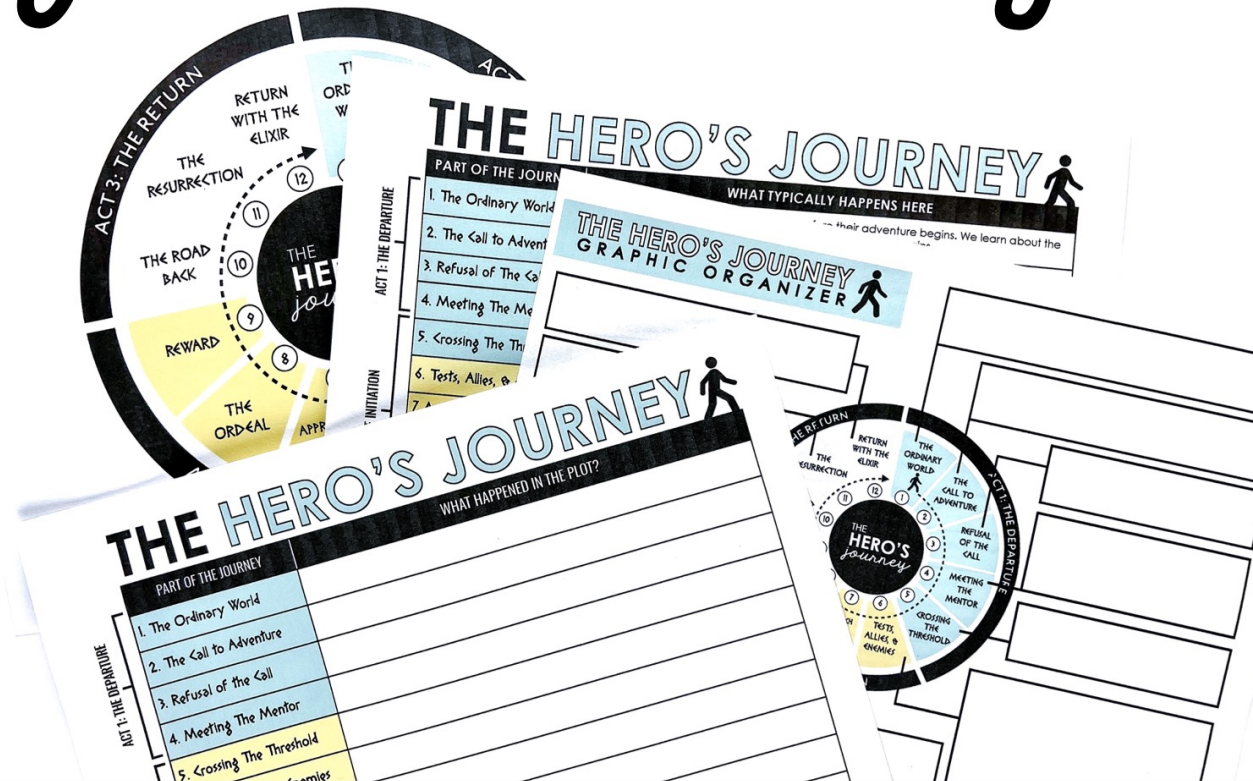


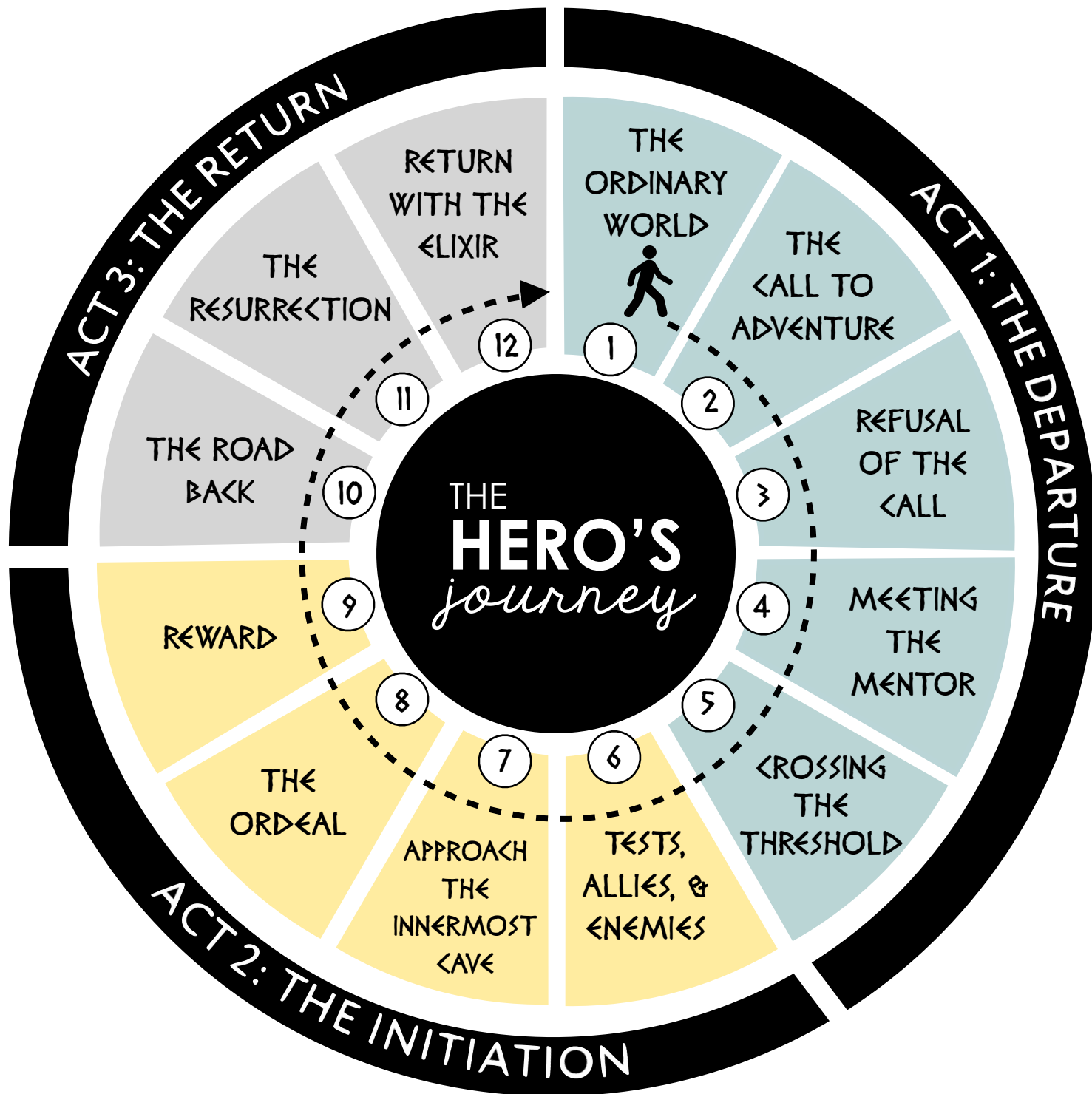
HERO'S *journey*



PRESENTATION AND GRAPHIC ORGANIZERS TO USE WITH ANY STORY

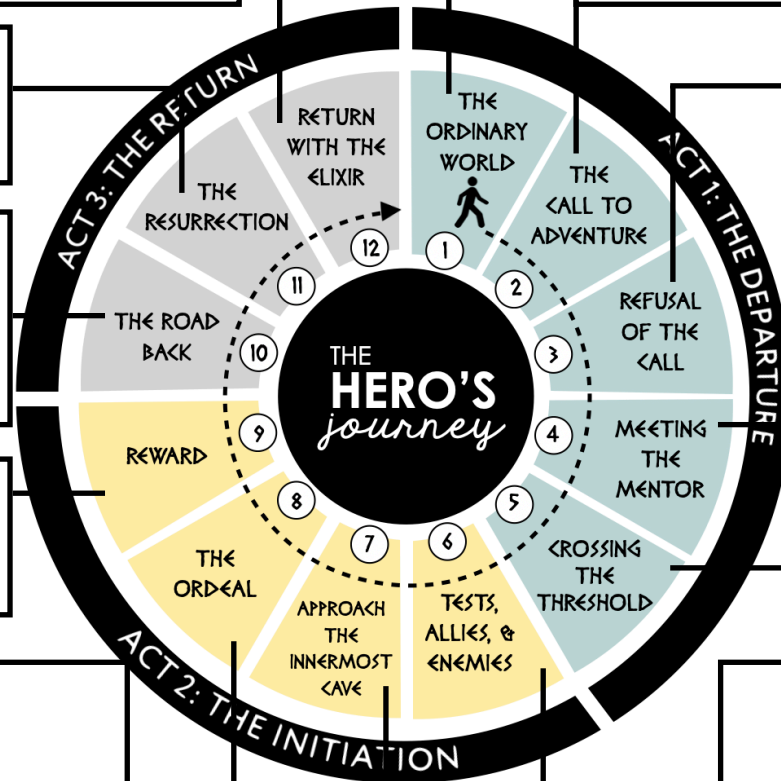
THE HERO'S JOURNEY

		PART OF THE JOURNEY	WHAT TYPICALLY HAPPENS HERE
ACT 1: THE DEPARTURE		1. The Ordinary World	This is the safe world that the hero lives in before their adventure begins. We learn about the traits, capabilities, and outlook of the hero before the quest begins.
		2. The Call to Adventure	This is the initiating incident of the story. The hero receives an invitation, a mysterious message, or a challenge that initiates a new adventure.
		3. Refusal of The Call	The hero initially rejects the call because of fear, hesitation, or insecurity.
		4. Meeting The Mentor	The hero will receive assistance to start the adventure from an older or wiser mentor in the form of supplies, knowledge, or confidence.
ACT 2: THE INITIATION		5. Crossing The Threshold	The hero commits wholeheartedly to the journey and crosses the threshold of the ordinary world into the new special world.
		6. Tests, Allies, & Enemies	The hero explores the new world, makes new friends, and must overcome tests and trials by coming face-to-face with enemies or challenges.
		7. Approach to the Innermost Cave	The hero reaches the center of the special world and makes plans as they approach the central conflict. This is often the place where an object of the journey is hidden, and setbacks will often occur.
		8. The Ordeal	The hero faces their greatest challenge yet, one that is often a life-or-death crisis, which leads to their rebirth.
		9. Reward	After surviving, the hero seizes a reward (object, treasure, weapon, token, knowledge) that will allow them to take on their biggest challenge.
ACT 3: THE RETURN		10. The Road Back	The hero must deal with the consequences of their actions as they find a way to journey back to the ordinary world.
		11. The Resurrection	The hero must face one final life-and-death ordeal (the climax) that displays the change of their character as a result of the adventure. The hero is reborn and transformed.
		12. Return With The Elixir	This is the final stage where the hero returns to the ordinary world, but they are now changed, and they bring a healing force (the "elixir") with them—that can be either physical or spiritual—that improves their world.



THE HERO'S JOURNEY

GRAPHIC ORGANIZER



THE HERO'S JOURNEY

		PART OF THE JOURNEY	WHAT HAPPENED IN THE PLOT?
ACT 1: THE DEPARTURE		1. The Ordinary World	
		2. The Call to Adventure	
		3. Refusal of the Call	
		4. Meeting The Mentor	
ACT 2: THE INITIATION		5. Crossing The Threshold	
		6. Tests, Allies, & Enemies	
		7. Approach to the Innermost Cave	
		8. The Ordeal	
		9. Reward	
ACT 3: THE RETURN		10. The Road Back	
		11. The Resurrection	
		12. Return With The Elixir	