THE HERO'S JOURNEY - COMMON CHARACTERISTICS		
The hero's journey appears in all cultures and mythologies around the world. Carl Jung and Joseph Campbell theorize that heroes are an expression of our personal and collective unconscious (the collective unconscious would be things that all people automatically know and understand and therefore explains why everyone in the world associates "white" with purity and "black" with evil, chaos, and the unknown). Most stories follow Campbell's theory of the Hero's Journey. The journey is a metaphor for the process that underlies all growth, learning, and self discovery. It often represents the life-long journey that all people (especially heroes, in short) go through. There are several characteristics that all heroes' journeys contain. Use the following chart to document the 12 steps of the hero's journey as depicted in your chosen story.		
Film:		
Stage in the Hero's Journey	Film Component	
Ordinary World  The hero's normal world before the story begins		
Call to Adventure  The hero is presented with a problem, challenge or		
adventure to undertake		
Refusal of the Call  The hero refuses the challenge or journey, usually out of fear		
Meeting with the Mentor		
The hero meets a mentor to gain confidence, advice or training to face the adventure		
Crossing the First Threshold		
The hero crosses the gateway that separates the ordinary world from the special world		

Name \_\_\_\_\_\_ Hour \_\_\_\_ Date \_\_\_\_\_

Tests, Allies, Enemies The hero faces tests, meets allies, confronts enemies & learn the rules of the Special World.	
Approach The hero has hit setbacks during tests & may need to reorganize his helpers or rekindle morale with mentor's rally cry. Stakes heightened.	
Ordeal  The biggest life or death crisis – the hero faces his greatest fear & only through "death" can the hero be "reborn" experiencing even greater powers to see the journey to the end.	
Reward The hero has survived death, overcome his greatest fear and now earns the reward he sought.	
The Road Back The hero must recommit to completing the journey & travel the road back to the Ordinary World. The dramatic question is asked again.	
Resurrection Hero faces most dangerous meeting with death – this shows the hero can apply all the wisdom he's brought back to the Ordinary World	
Return with Elixir  The hero returns from the journey with the "elixir", so everyone in the world can use to heal physical or emotional wounds.	

## **Analyzing Archetypes in the Film**

Archetype	Who plays this Archetype in the Film? How do you know?
The Hero	
Usually the main character – a person who needs to learn something in the story.	
Mentor	
A wise person or animal who provides guidance to the hero – usually giving him magical gifts or advice for the journey ahead.	
Trickster	
The "wise-fool" – someone who uses tricks and jokes to guide the hero	
Shadow Represents our darkest desire, untapped resources, or rejected qualities (Darth Vader)	
Shapeshifter	
A character who "changes appearance" to disrupt the adventure.	
Herald	
Issues challenges and announces coming of significant change – gets the story rolling.	
Threshold Guardian	
Protects the special world and its secrets from the hero – provides tests for hero to prove worth.	