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Stage of "The Hero's Journey"	My Hero's Journey (Sequence of Events)	Writer's Craft Ideas (Style and Craft)
<p>The Ordinary World</p> <p><i>How do we meet your hero?</i> <i>Where does your hero's journey begin?</i></p>		
<p>The Call to Adventure</p> <p><i>What happens to set your hero on his or her journey?</i></p>		



Stage of "The Hero's Journey"	My Hero's Journey (Sequence of Events)	Writer's Craft Ideas (Style and Craft)
Entering the Unknown <i>What is the new world your hero enters?</i>		
Supernatural Aid/Meeting with the Mentor/Allies and Helpers <i>Who is going to help your hero on the journey?</i> <i>How does your hero meet these helpers?</i>		
Road of Trials <i>What are some obstacles your hero and allies must overcome?</i>		



Stage of "The Hero's Journey"	My Hero's Journey (Sequence of Events)	Writer's Craft Ideas (Style and Craft)
Supreme Ordeal <i>What is the climax of your hero's journey?</i>		
Magic/Flight Master of Two Worlds/Restoring the World <i>How does your hero get home?</i> <i>What happens once the hero is home?</i>		



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I've thought about and planned for:

_____ My hero – Who is your hero? How do readers meet the hero?

_____ The Ordinary World – What is the setting at the beginning?

_____ The Call to Adventure – How is your hero started on his or her journey?

_____ The Supernatural World – What kind of place is the new world going to be?

_____ The Allies – Who will be helping your hero along the way?

_____ The Road of Trials – What obstacles is your hero going to encounter?

_____ The Supreme Ordeal – What is going to be the climax of your story?

_____ The Return – How is your hero going to get home? What happens once he or she is home?

_____ Theme – What is the big idea or lesson of your story? (Remember to look at
“Key Elements of Mythology” to help you remember some of the themes we have
learned about.)