


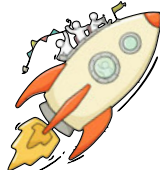
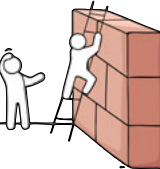
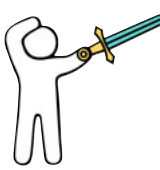




1 Ordinary world	<p>This section is all about the hero becoming familiar with their new world. They might identify new enemies, make new friends or find objects that help them. They usually get themselves into some sticky situations along the way.</p>
2 Call to adventure	<p>This is the climax of the story when the hero faces their biggest challenge yet. They have to overcome odds that seem impossible at first, but they are ultimately successful. They win the day.</p>
3 Meeting the mentor	<p>It is here that the hero enters their special world for the first time. This can be a whole different place, or their ordinary world but with a new adventure to embark on. They fully accept the call and head off on their adventure.</p>
4 Crossing the threshold	<p>After defeating the enemy or completing their biggest challenge, the hero is given a reward. This could be the thing they have been looking for, an object or even a piece of knowledge, a secret or a special insight into something. Either way, it transforms the hero into a new person.</p>
5 Tests, allies and enemies	<p>It is here that the hero enters their special world for the first time. They fully accept the call and head off on their adventure.</p>
6 The ordeal	<p>The hero has now finished their adventure and can return to their ordinary life. This might involve going back to their original home, or finding themselves in a new ordinary world. Wherever they physically end up, their life has been changed for the better in some way and their original problem is now solved. 'They lived happily ever after...'</p>
7 The reward	<p>The story starts in the hero's ordinary world. Here we find out about their normal, everyday lives. This section is important because it helps the reader to identify with the hero as being 'normal'. Usually, it will show that something is wrong with the hero's ordinary world, or that they have a problem that needs to be solved.</p>
8 The return home	<p>The mentor is like a personal trainer for the hero. The mentor helps the hero in some way so that they get the confidence they need to accept the call to adventure, or help them overcome the obstacles getting in their way.</p>

Crossing the threshold	This section is all about the hero becoming familiar with their new world. They might identify new enemies, make new friends or find objects that help them. They usually get themselves into some sticky situations along the way.
The call to adventure	This is the climax of the story when the hero faces their biggest challenge yet. They have to overcome odds that seem impossible at first, but they are ultimately successful. They win the day.
The return home	It is here that the hero enters their special world for the first time. This can be a whole different place, or their ordinary world but with a new adventure to embark on. They fully accept the call and head off on their adventure.
The ordeal	After defeating the enemy or completing their biggest challenge, the hero is given a reward. This could be the thing they have been looking for, an object or even a piece of knowledge, a secret or a special insight into something. Either way, it transforms the hero into a new person.
Ordinary World	It is here that the hero enters their special world for the first time. They fully accept the call and head off on their adventure.
The reward	The hero has now finished their adventure and can return to their ordinary life. This might involve going back to their original home, or finding themselves in a new ordinary world. Wherever they physically end up, their life has been changed for the better in some way and their original problem is now solved. 'They lived happily ever after...'
Meeting the mentor	The story starts in the hero's ordinary world. Here we find out about their normal, everyday lives. This section is important because it helps the reader to identify with the hero as being 'normal'. Usually, it will show that something is wrong with the hero's ordinary world, or that they have a problem that needs to be solved.
Tests, allies and enemies	The mentor is like a personal trainer for the hero. The mentor helps the hero in some way so that they get the confidence they need to accept the call to adventure, or help them overcome the obstacles getting in their way.

	The ordinary world	The story starts in the hero's ordinary world. Here we find out about their normal, everyday lives. This section is important because it helps the reader to identify with the hero as being 'normal'. Usually, it will show that something is wrong with the hero's ordinary world, or that they have a problem that needs to be solved.	What is their ordinary life like at the beginning of the story? What problems do they have?
	The call to adventure	The hero is given a call to adventure, an invitation to leave their ordinary world. The hero often refuses the call at first but then has no choice but to accept it.	What happens to shake their ordinary world up?
	Meeting the mentor	The mentor is like a personal trainer for the hero. The mentor helps the hero in some way so that they get the confidence they need to accept the call to adventure, or help them overcome the obstacles getting in their way.	Who or what helps the hero at the start of their journey? How do they help?
	Crossing the threshold	It is here that the hero enters their special world for the first time. This can be a whole different place, or their ordinary world but with a new adventure to embark on. They fully accept the call and head off on their adventure. There is no going back now.	How, why or when does the hero finally start properly on their adventure in their new world? When and how do they start their adventure?
	Test, allies and enemies	This section is all about the hero becoming familiar with their new world. They might identify new enemies, make new friends or find objects that help them. They usually get themselves into some sticky situations along the way.	What happens while the hero is getting used to their new world? Do they meet any friends or enemies? What challenges do they face?
	The ordeal	This is the climax of the story when the hero faces their biggest challenge yet. They have to overcome odds that seem impossible at first, but they are ultimately successful. They win the day.	What is the final challenge, obstacle or disaster the hero has to overcome before finally achieving their goal?
	The reward	After defeating the enemy or completing their biggest challenge, the hero is given a reward. This could be the thing they have been looking for, an object or even a piece of knowledge, a secret or a special insight into something. Either way, it transforms the hero into a new person.	What reward is the hero given once they have achieved their goal? What finally makes them happy?
	The return home	The hero has now finished their adventure and can return to their ordinary life. This might involve going back to their original home, or finding themselves in a new ordinary world. Wherever they physically end up, their life has been changed for the better in some way and their original problem is now solved. 'They lived happily ever after...'	What happens at the end of the story? How is the hero changed from the beginning?



1. The ordinary world
2. The call to adventure
3. Meeting the mentor
4. Crossing the threshold
5. Tests, allies and enemies
6. The ordeal
7. The reward
8. The return home



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8. The return home



Cut out these plot points and match them up to each step of the hero's journey story structure.

The Wizard of Oz

by L. Frank Baum

Meeting the mentor	Glinda, the Good Witch, helps Dorothy find her way to the Emerald City where she will be able to meet the Wizard of Oz. She gives her the dead witch's shoes to help her on her journey.
Test, allies and enemies	Dorothy meets the Tin Man, Scarecrow and Cowardly Lion and they help each other and become friends on the way to the Emerald City.
The return home	Dorothy uses her shoes to go back to Kansas. She is happy to be back with her aunt and uncle and realises that there is no place like home.
The ordinary world	Dorothy lives in Kansas with her aunt, uncle and dog, Toto. Her aunt and uncle are very serious because living on the prairie in Kansas is hard work. Everything seems dreary and grey.
The ordeal	When they finally find the wizard, he tells her that she must kill the Wicked Witch of the West before he will grant their wishes. After many difficult challenges, Dorothy finally melts the wicked witch.
The call to adventure	When a cyclone hits the prairie, Dorothy and Toto don't get to the cyclone cellar in time. The house is lifted up off the ground with Dorothy and Toto inside. They land in Oz. The Munchkins tell her that her house has killed the Wicked Witch of the East. She must now work out how to get home again to her aunt and uncle, who will be missing her.
The reward	Dorothy learns that the wizard can't grant her wish but that she had the power to get back to Kansas all along with the shoes she took from the dead witch. She realises that without this knowledge, she wouldn't have made all her new friends and had such amazing adventures.
Crossing the threshold	Dorothy and Toto start their journey along the Yellow Brick Road towards the Emerald City.



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Crossing the threshold	Dorothy uses her shoes to go back to Kansas. She is happy to be back with her aunt and uncle and realises that there is no place like home.



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The Lion, the Witch and the Wardrobe by C.S.Lewis

Meeting the mentor	Lucy meets Mr Tumnus, a faun. He tells her about the White Witch and how she has made it always winter and never Christmas in Narnia. Meanwhile, Edmund meets the witch, who feeds him Turkish Delight.
The ordeal	They find Aslan who must sacrifice himself in order to save Narnia. It looks like he is dead but he comes back to life again and the witch's spell is broken.
Crossing the threshold	When all the children next return to Narnia, they find Mr Tumnus has been captured by the White Witch. They set off on an adventure to save him.
The reward	The Pevensie children become kings and queens of Narnia and rule there for many years.
The ordinary world	The Pevensie children are sent to live in the house of a professor during the war. They are bored because there isn't much to do.
The return home	One day, they are out hunting when they pass the lamppost. Suddenly, they find themselves back in the wardrobe in the spare room of the professor's house. No time has passed but they tell the professor about Narnia and he assures them they will return one day.
The call to adventure	Lucy and Edmund find a door to a magical land in a wardrobe in the spare room while they are playing hide and seek.
Test, allies and enemies	They meet Mr and Mrs Beaver who tell them that their only hope is to find Aslan. They must face lots of difficult tasks as they carry on their journey.



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Crossing the threshold	When all the children next return to Narnia, they find Mr Tumnus has been captured by the White Witch. They set off on an adventure to save him.
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Matilda by Roald Dahl

Test, allies and enemies	Matilda makes friends with the children in her class. They all have to survive Miss Trunchbull and her evil punishments. She learns that Miss Honey is Miss Trunchbull's niece and that she has mistreated Miss Honey for a long time.
The call to adventure	Matilda starts school but finds that she is able to do all the work far too easily. She is not being challenged.
The return home	Matilda and Miss Honey now live happily together and Matilda is in the highest class at school so that her mind is being challenged properly.
Meeting the mentor	Her teacher, Miss Honey, helps Matilda to do more challenging work and wants to make sure that she is challenged because she has special gifts.
The reward	Miss Trunchbull leaves the school and the house, which was Miss Honey's house all along. Matilda is then adopted by Miss Honey when her family run away to Spain.
Crossing the threshold	Miss Honey tries to get the evil headteacher, Miss Trunchbull, to put Matilda in the highest class but she refuses. When Matilda gets angry with Miss Trunchbull, she realises she has the power to move things with her mind.
The ordeal	Matilda has to teach Miss Trunchbull a lesson and help Miss Honey. She draws chalk on a board to make Miss Trunchbull think that Miss Honey's dead father is a ghost to make her leave once and for all.
The ordinary world	Matilda is a precocious little girl who is far more intelligent than her years. She lives with her parents and brother, who often ignore her or treat her badly because she is different from them.



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The return home	Matilda has to teach Miss Trunchbull a lesson and help Miss Honey. She draws chalk on a board to make Miss Trunchbull think that Miss Honey's dead father is a ghost to make her leave once and for all.
Test, allies and enemies	Miss Honey tries to get the evil headteacher, Miss Trunchbull, to put Matilda in the highest class but she refuses. When Matilda gets angry with Miss Trunchbull, she realises she has the power to move things with her mind.
The call to adventure	Miss Trunchbull leaves the school and the house, which was Miss Honey's house all along. Matilda is then adopted by Miss Honey when her family run away to Spain.
Meeting the mentor	Matilda and Miss Honey now live happily together and Matilda is in the highest class at school so that her mind is being challenged properly.
The reward	Matilda is a precocious little girl who is far more intelligent than her years. She lives with her parents and brother, who often ignore her or treat her badly because she is different from them.
The ordeal	Her teacher, Miss Honey, helps Matilda to do more challenging work and wants to make sure that she is challenged because she has special gifts.



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Aladdin (Disney version)

The call to adventure	He is asked to go and fetch a lantern from a magical cave. He finds a magic lamp.
The return home	Aladdin now lives in a grand palace with the woman he loves.
Meeting the mentor	He rubs the lamp and releases the genie. The genie tells him he can grant him three wishes.
The ordeal	When Jafar steals the lamp, he becomes the genie's new master. He captures Jasmine. The only way to stop him is to turn Jafar into a genie himself. Aladdin now only has one wish left, which he has promised to use to free the genie.
The ordinary world	Aladdin lives on the streets. He is very poor and has to steal food to eat. He sees Princess Jasmine in the market but knows he is too poor to marry her.
Crossing the threshold	Aladdin uses his first wish; he wishes to be a prince.
The reward	When the Sultan sees what a brave and honourable man Aladdin is, he changes the law so that Aladdin and Jasmine can marry.
Test, allies and enemies	Aladdin has to get used to life as a prince instead of a pauper. He gets to know Jasmine and has to deal with the evil Jafar (who wants to marry Jasmine himself so he can be sultan).



Cut out these plot points and match them up to each step of the hero's journey story structure.

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The Hero's Journey Story Structure

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Story title:

The Wizard of Oz



The ordinary world	Dorothy lives in Kansas with her aunt, uncle and dog, Toto. Her aunt and uncle are very serious because living on the prairie in Kansas is hard work. Everything seems dreary and grey.
The call to adventure	When a cyclone hits the prairie, Dorothy and Toto don't get to the cyclone cellar in time. The house is lifted up off the ground with Dorothy and Toto inside. They land in Oz. The Munchkins tell her that her house has killed the Wicked Witch of the East. She must now work out how to get home again to her aunt and uncle who will be missing her.
Meeting the mentor	Glinda, the Good Witch, helps Dorothy find her way to the Emerald City where she will be able to meet the Wizard of Oz. She gives her the dead witch's shoes to help her on her journey.
Crossing the threshold	Dorothy and Toto start their journey along the Yellow Brick Road towards the Emerald City.
Test, allies and enemies	Dorothy meets the Tin Man, Scarecrow and Cowardly Lion and they help each other and become friends on the way to the Emerald City.
The ordeal	When they finally find the wizard, he tells her that she must kill the Wicked Witch of the West before he will grant their wishes. After many difficult challenges, Dorothy finally melts the wicked witch.
The reward	Dorothy learns that the wizard can't grant her wish but that she had the power to get back to Kansas all along with the shoes she took from the dead witch. She realises that without this knowledge, she wouldn't have made all her new friends and had such amazing adventures.
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The Lion, the Witch and the Wardrobe



The ordinary world	The Pevensie children are sent to live in the house of a professor during the war. They are bored because there isn't much to do.
The call to adventure	Lucy and Edmund find a door to a magical land in a wardrobe in the spare room while they are playing hide and seek.
Meeting the mentor	Lucy meets Mr Tumnus, a faun. He tells her about the White Witch and how she has made it always winter and never Christmas in Narnia. Meanwhile, Edmund meets the witch, who feeds him Turkish Delight.
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Story title:

Matilda



The ordinary world	Matilda is a precocious little girl who is far more intelligent than her years. She lives with her parents and brother, who often ignore her or treat her badly because she is different from them.
The call to adventure	Matilda starts school but finds that she is able to do all the work far too easily. She is not being challenged.
Meeting the mentor	Her teacher, Miss Honey, helps Matilda to do more challenging work and wants to make sure that she is challenged because she has special gifts.
Crossing the threshold	Miss Honey tries to get the evil headteacher, Miss Trunchbull, to put Matilda in the highest class but she refuses. When Matilda gets angry with Miss Trunchbull, she realises she has the power to move things with her mind.
Test, allies and enemies	Matilda makes friends with the children in her class. They all have to survive Miss Trunchbull and her evil punishments. She learns that Miss Honey is Miss Trunchbull's niece and that she has mistreated Miss Honey for a long time.
The ordeal	Matilda has to teach Miss Trunchbull a lesson and help Miss Honey. She draws chalk on a board to make Miss Trunchbull think that Miss Honey's dead father is a ghost to make her leave once and for all.
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Aladdin



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Meeting the mentor	He rubs the lamp and releases the genie. The genie tells him he can grant him three wishes.
Crossing the threshold	Aladdin uses his first wish; he wishes to be a prince.
Test, allies and enemies	Aladdin has to get used to life as a prince instead of a pauper. He gets to know Jasmine and has to deal with the evil Jafar (who wants to marry Jasmine himself so he can be sultan).
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The reward	When the Sultan sees what a brave and honourable man Aladdin is, he changes the law so that Aladdin and Jasmine can marry.
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