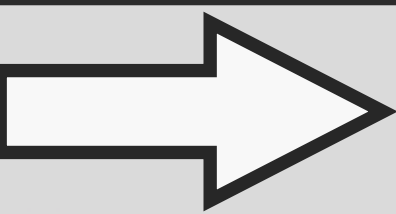


# The Hero's Journey



## **Learning Objective:**

To be able to expand a basic plot outline.



In the last lesson you developed a basic plot outline so you know the basics of what will happen in your story.

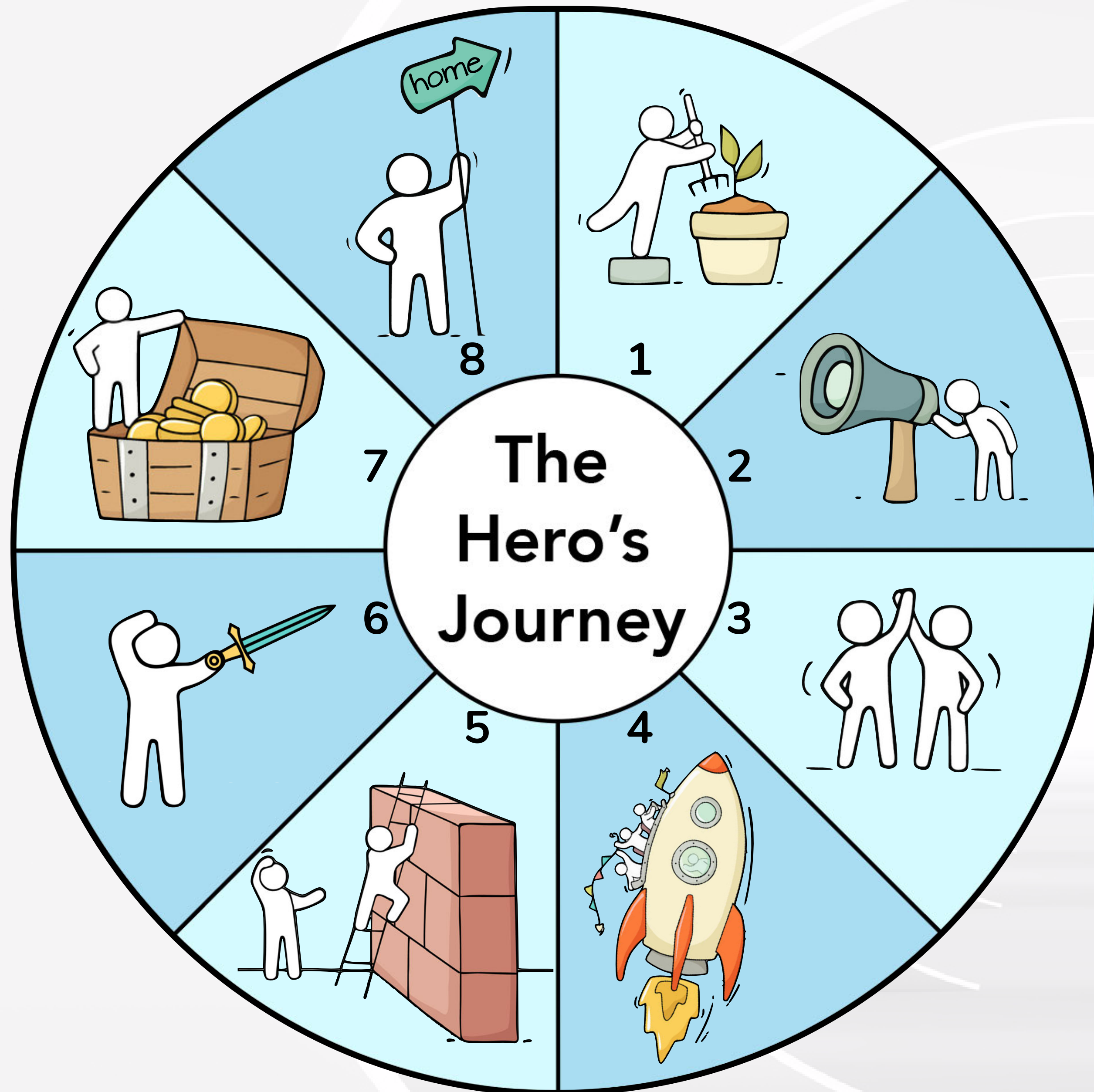
Today, you're going to be expanding your plot outline so that you have information for each step of the hero's journey story structure.

Can you remember what the eight parts of the hero's journey story structure are?

Think, pair, share your ideas.





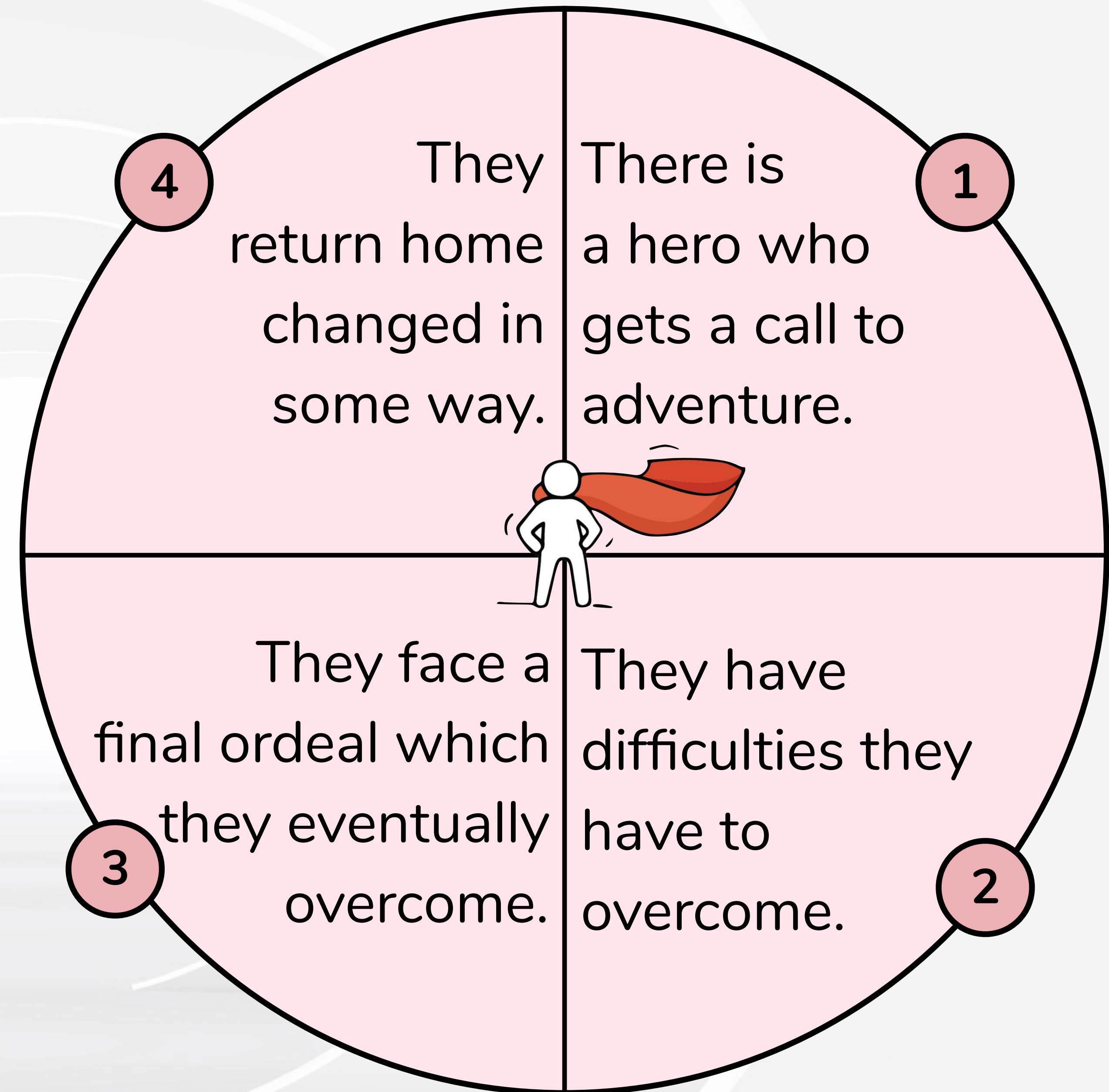
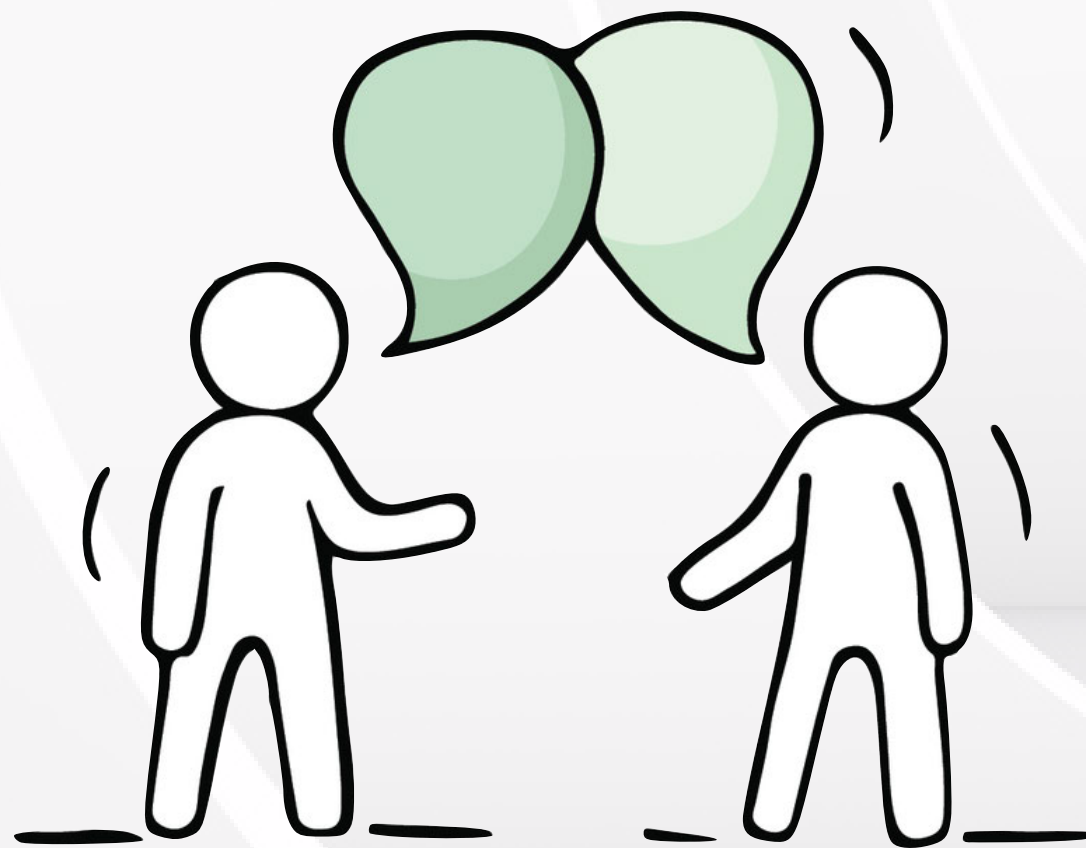


1. The ordinary world
2. The call to adventure
3. Meeting the mentor
4. Crossing the threshold
5. Tests, allies and enemies
6. The ordeal
7. The reward
8. The return home

How many of those did you remember?

So far, you have planned a step for each quarter of the hero's journey but you have a few more steps you need to plan for.

What are these four steps in your story? Tell a partner!


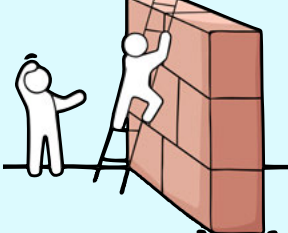

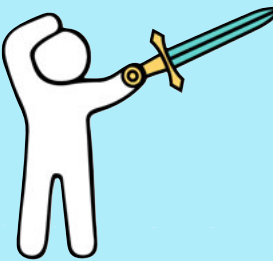


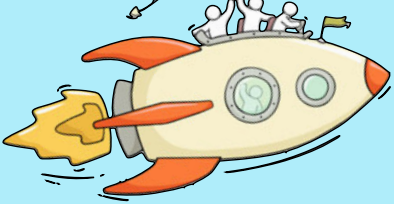








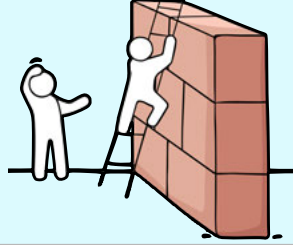




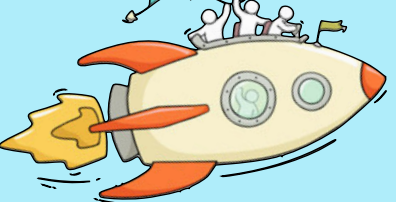

# How many of these questions can you answer for your story?

## What questions might there be in the blank boxes?

 <b>The ordinary world</b>	Who is your hero and what is their normal life like? Who are they? What do they do?	 <b>Tests, allies and enemies</b>	What difficulties does your hero face as they are trying to solve their problem? Who or what do they encounter along the way?
 <b>The call to adventure</b>	What happens to kick-start their adventure? What takes them out of their ordinary world and into a new situation? What is the problem they have to solve?	 <b>The ordeal</b>	What is the biggest challenge the hero has to face in order to solve their problem?
 <b>Meeting the mentor</b>		 <b>The reward</b>	
 <b>Crossing the threshold</b>		 <b>The return home</b>	How is your character different from when they started? What has changed in your character's life?

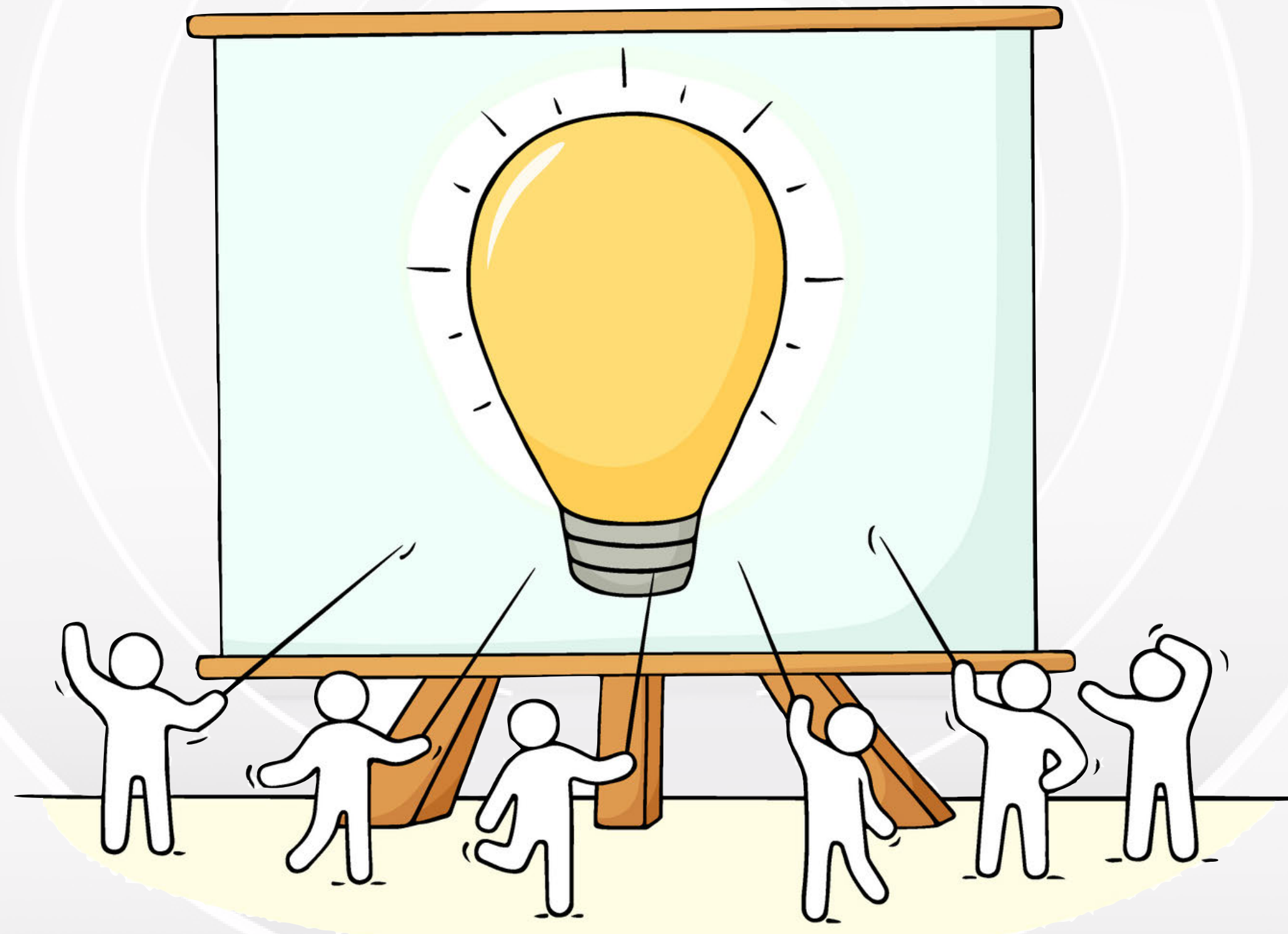


# Did you think of any of these questions?

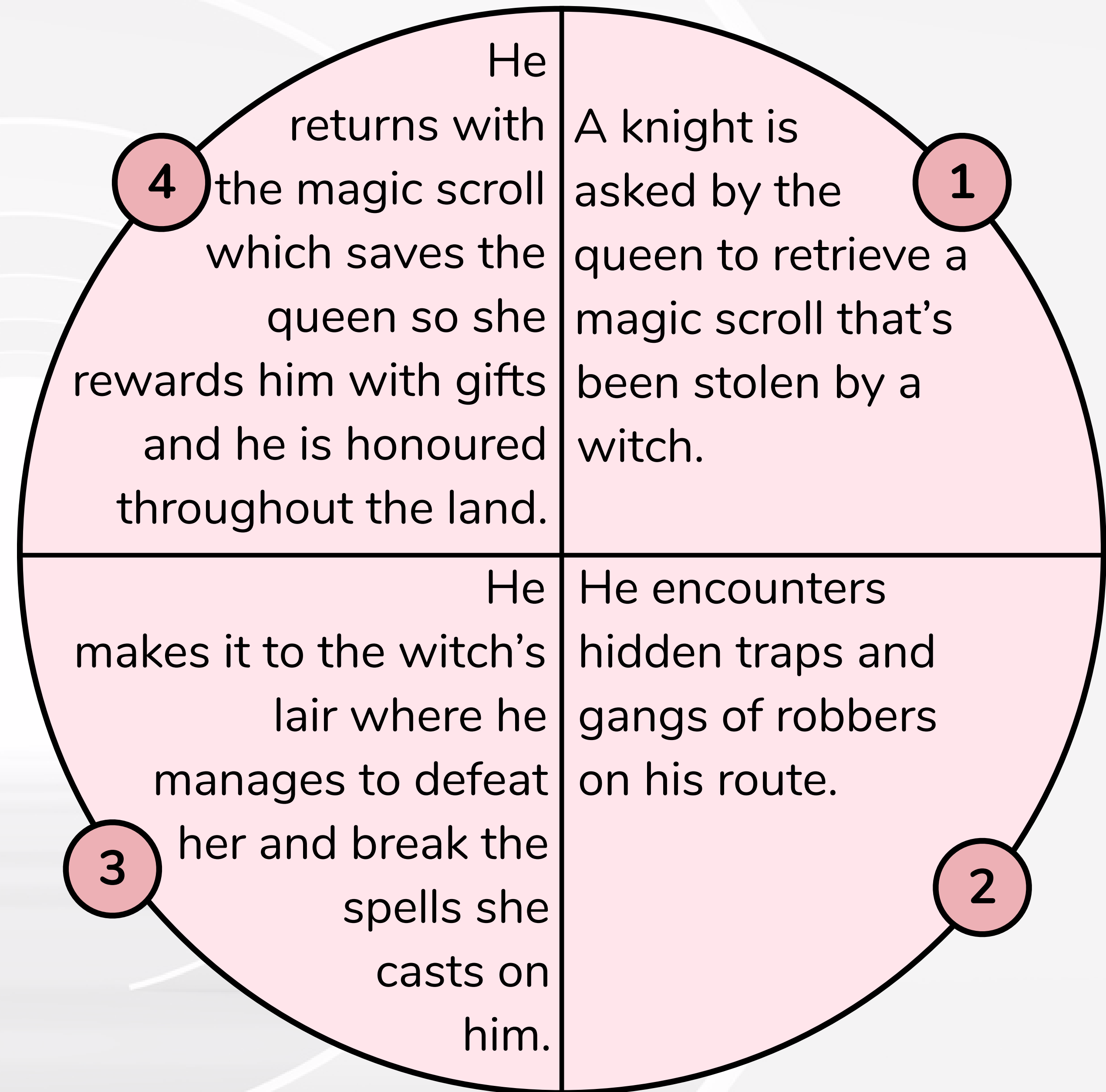
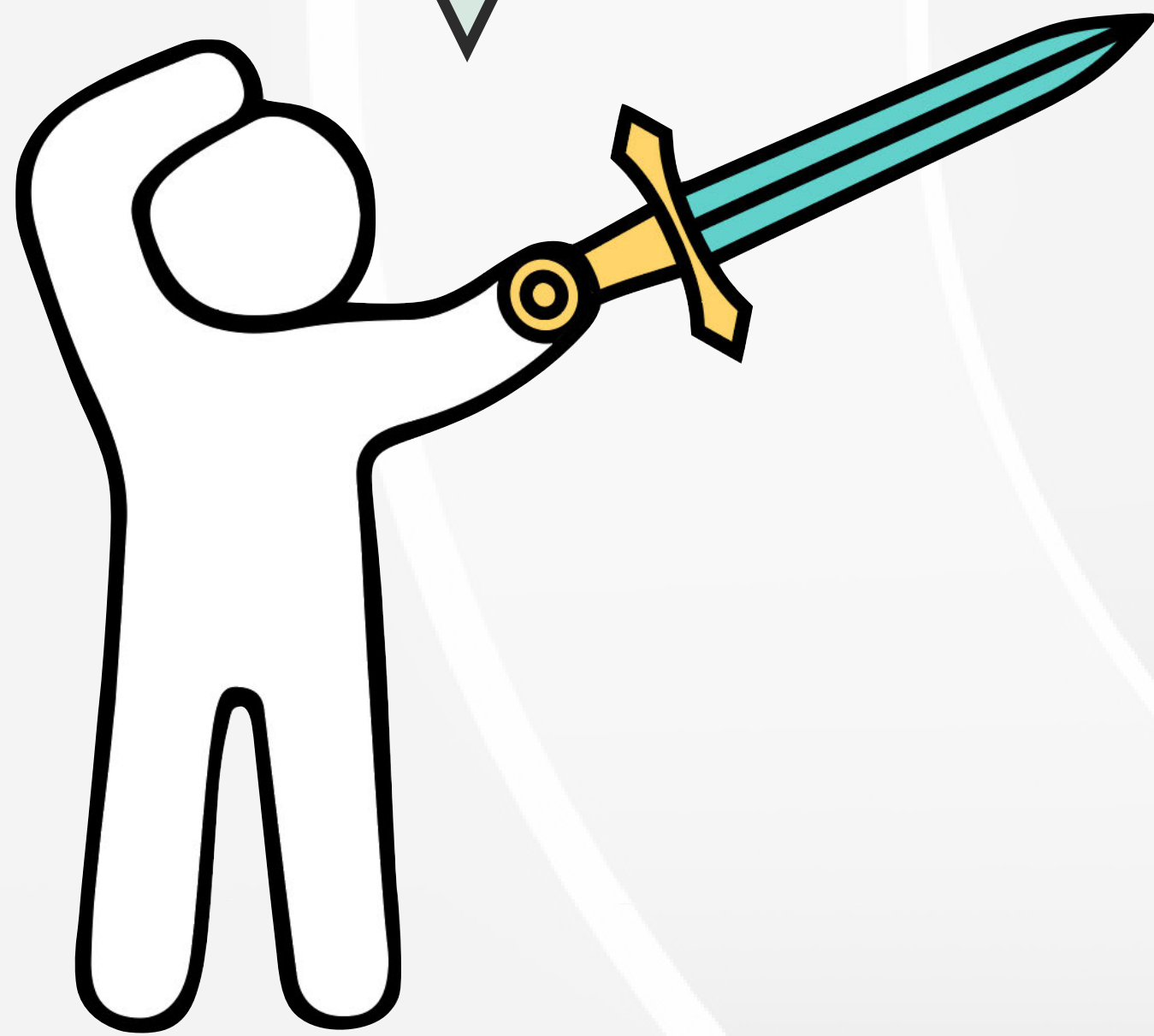
 <p><b>The ordinary world</b></p>	<p>Who is your hero and what is their normal life like? Who are they? What do they do?</p>	 <p><b>Tests, allies and enemies</b></p>	<p>What difficulties does your hero face as they are trying to solve their problem? Who or what do they encounter along the way?</p>
 <p><b>The call to adventure</b></p>	<p>What happens to kick-start their adventure? What takes them out of their ordinary world and into a new situation? What is the problem they have to solve?</p>	 <p><b>The ordeal</b></p>	<p>What is the biggest challenge the hero has to face in order to solve their problem?</p>
 <p><b>Meeting the mentor</b></p>	<p>Who helps the character to accept the call to adventure? What advice or help do they provide?</p>	 <p><b>The reward</b></p>	<p>What does the hero get in return for overcoming the obstacle? What thing that they wanted all along do they finally receive?</p>
 <p><b>Crossing the threshold</b></p>	<p>What happens to launch the hero into their adventure? What is it that finally makes them leave their ordinary world and start to solve their problem?</p>	 <p><b>The return home</b></p>	<p>How is your character different from when they started? What has changed in your character's life?</p>



Let's go through an example as a class and see if we can fill out each step of the hero's journey.




This is the basic plot for my story.  
Can you put these points into the  
hero's journey structure on the  
next slide?





The ordinary world

A stick figure is watering a small green plant in a tan pot with a watering can.

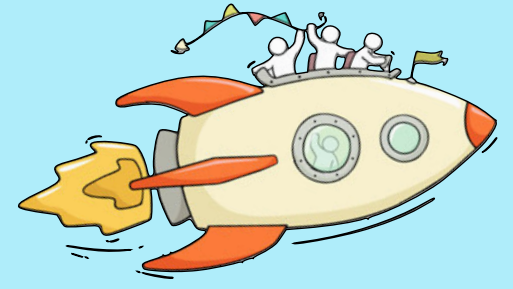
The call to adventure

A stick figure is holding a large megaphone to their mouth, shouting.

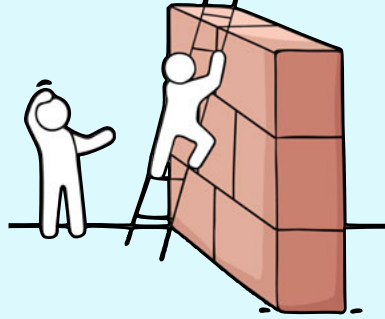
Meeting the mentor

Two stick figures are standing; the one on the left is pointing their right index finger upwards towards the head of the figure on the right.

Crossing the threshold

A yellow rocket ship with orange fins and a flame trail is launching upwards.

Tests, allies and enemies

Two stick figures are climbing a wall made of red bricks. One is on the ground with a ladder, the other is higher up.

The ordeal

A stick figure is holding a sword with both hands, ready for battle.

The reward

A stick figure is standing next to an open wooden treasure chest filled with gold coins.

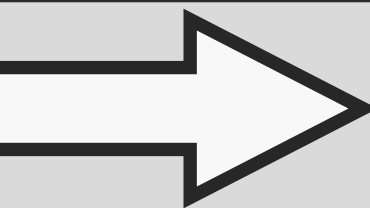
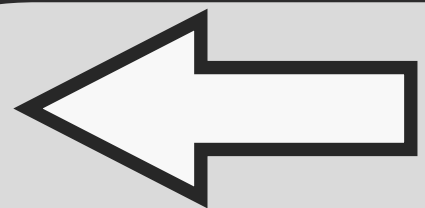
The return home

A stick figure is holding a green sign on a stick that has the word 'home' written on it.

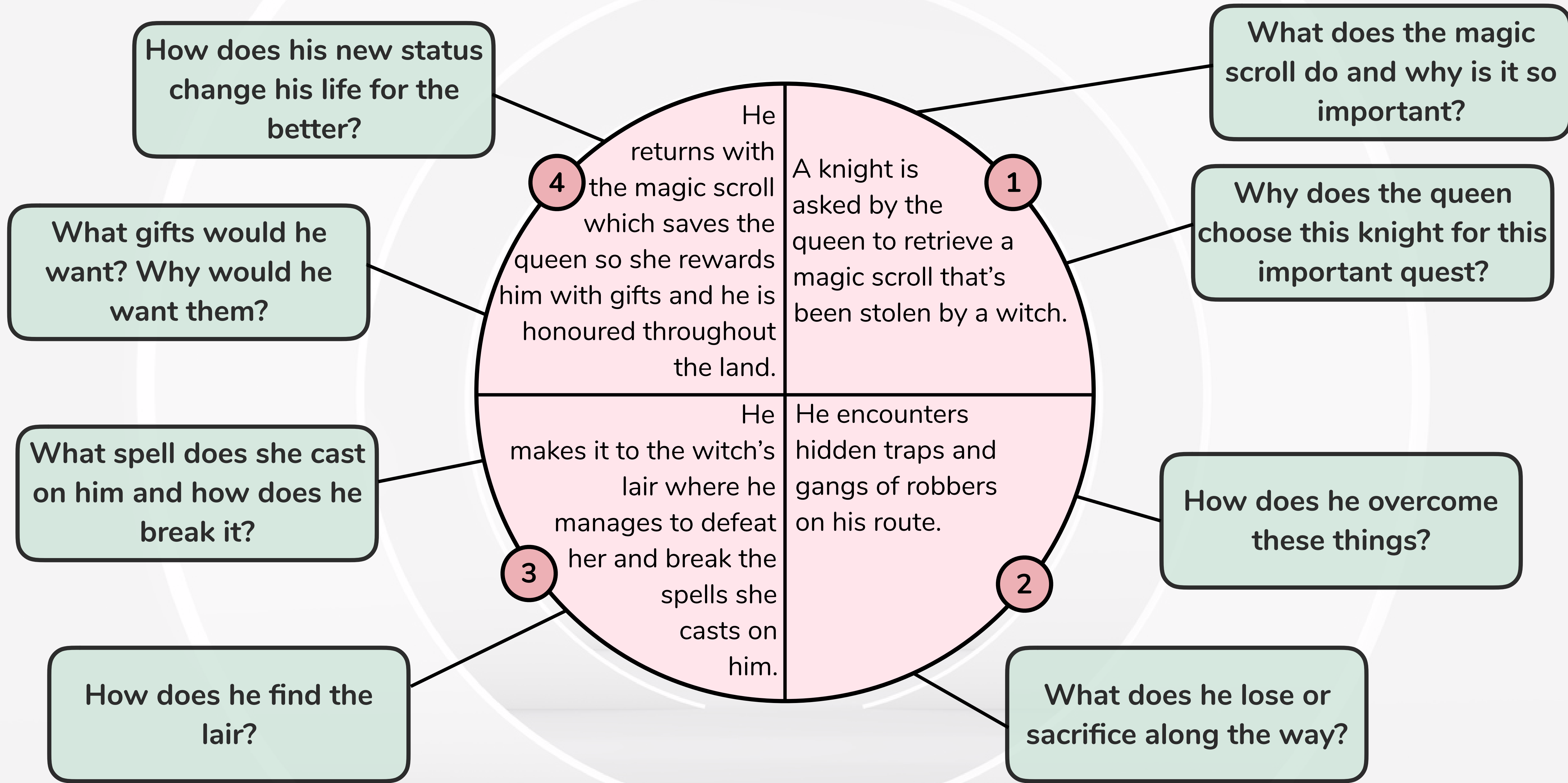
When you are going through your plots to expand them out, it's a good idea to ask yourself questions about the characters and their motivation. Often, when you get to the end of your plot plan you will have ideas that might make you want to add or edit things earlier in your plan. That's fine! This is what the planning process is all about.



Have a look at the questions on the next slide. Did you think of any of these when you worked through this plot together?



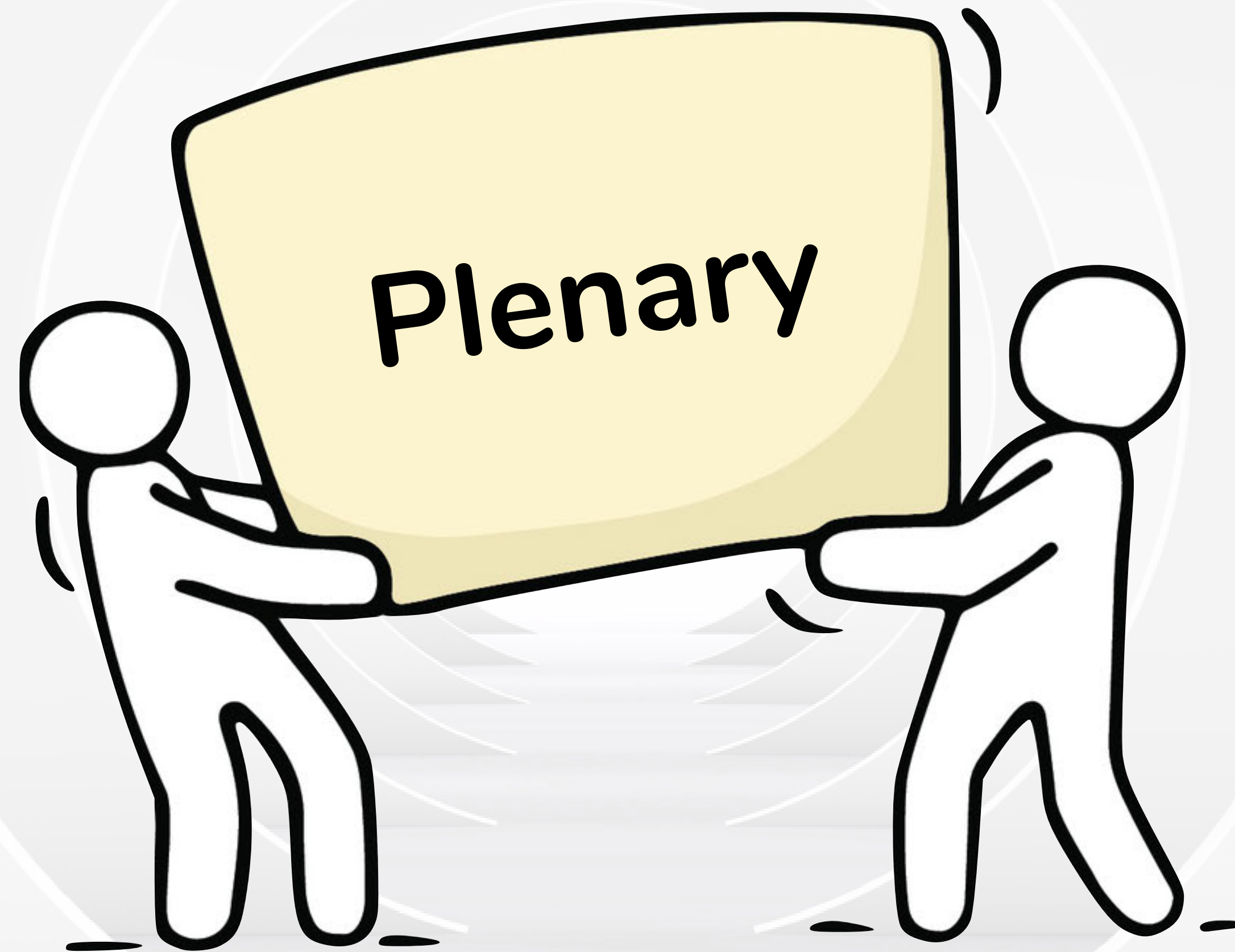




Are you ready to go and expand your plot plans?

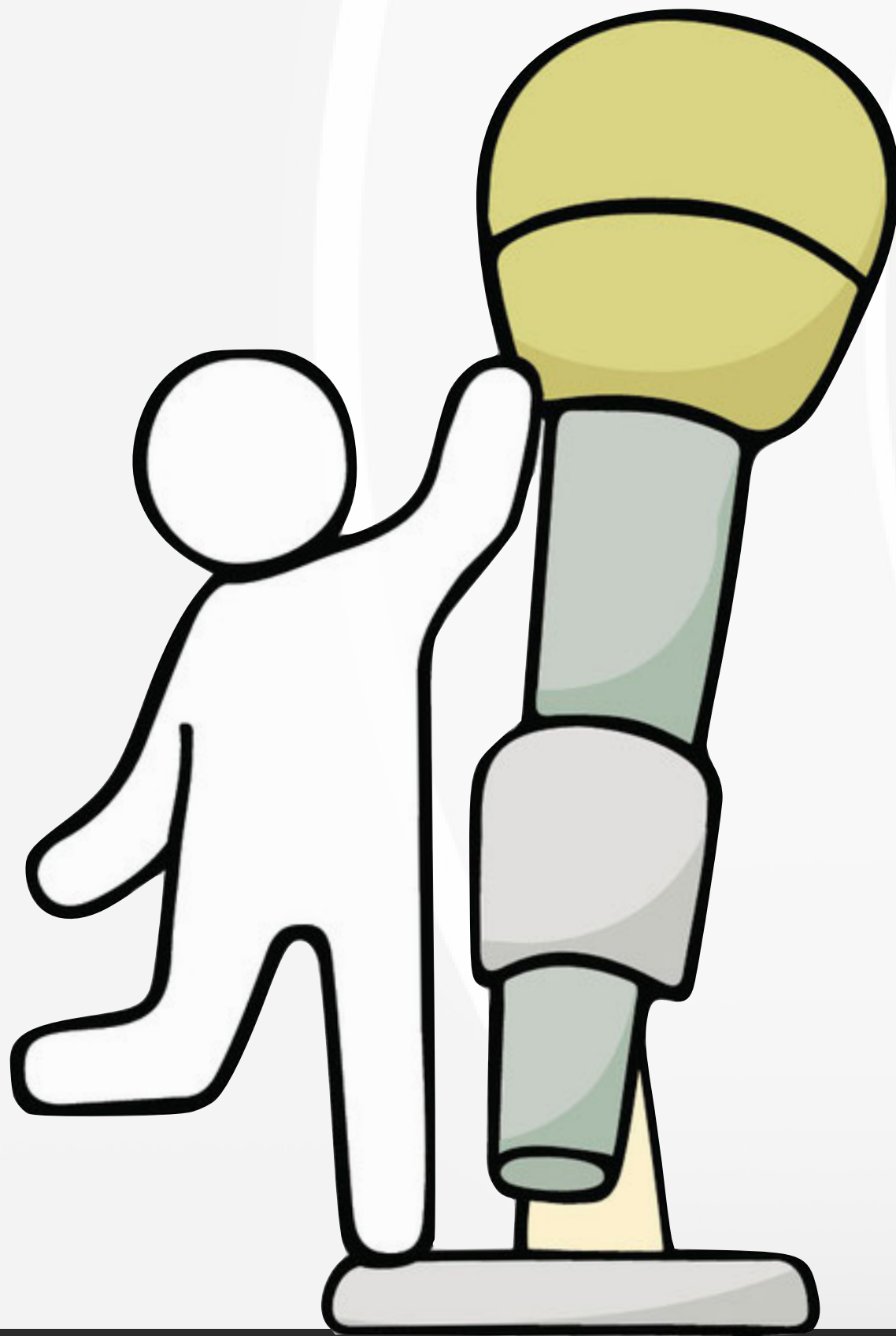






# Let's listen to some of your plot outlines!

As you listen, think about these questions and see if you can offer some constructive criticism.



What do you like about the plot?

Do you have any questions about the plot?

Is there anything you can think of that might improve this story?