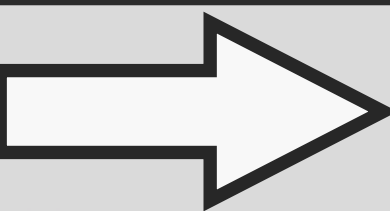


# The Hero's Journey



## **Learning Objective:**

To be able to generate ideas for a plot based on the hero's journey.

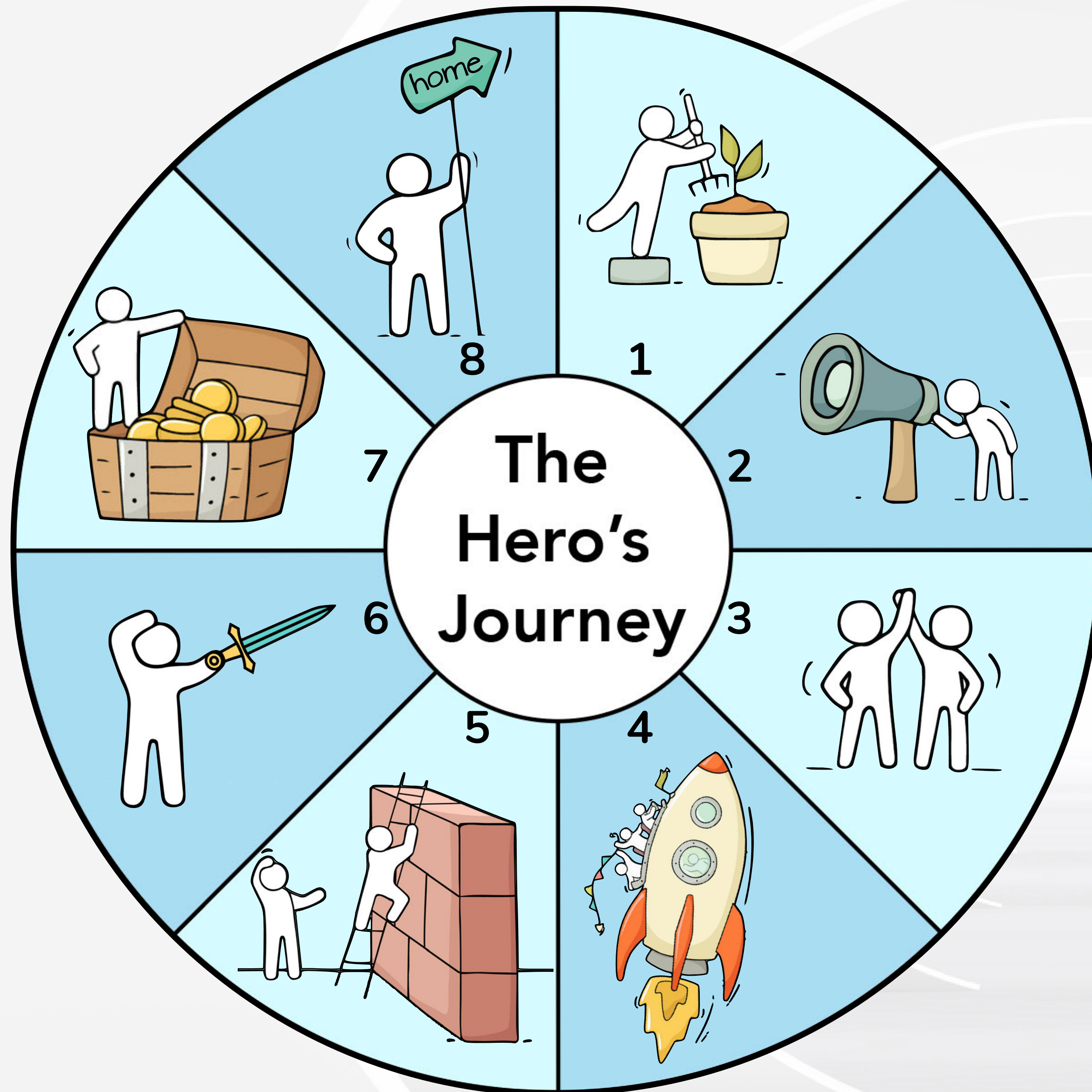




What can you remember about the hero's journey story structure?

How many of the eight steps can you remember?

**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

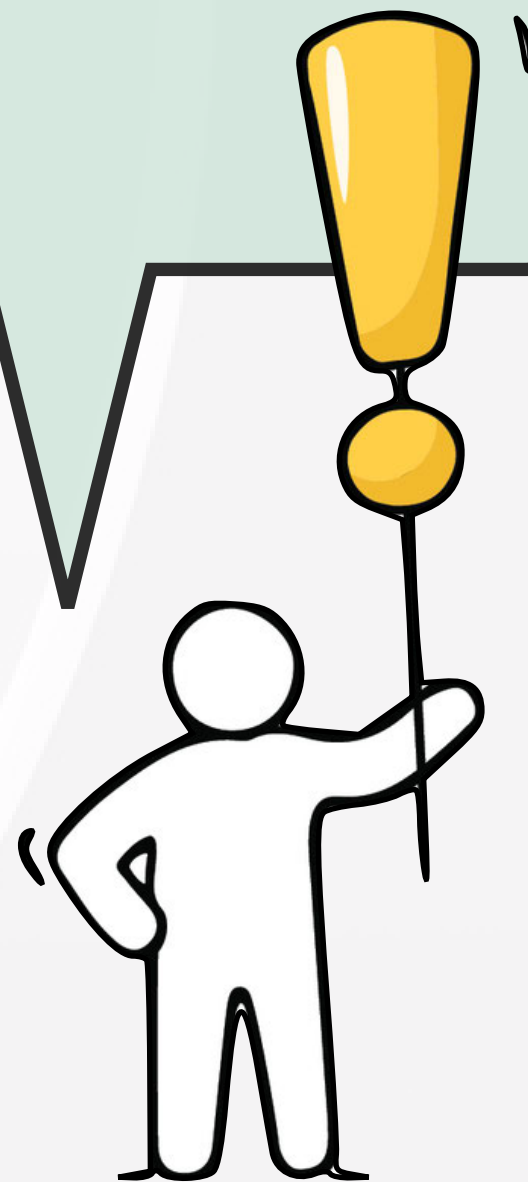
How many did you remember?!



Today you are going to start generating your own plot ideas for your own story, based on the story elements of the hero's journey.

**We'll go through some prompts together so you can gather ideas at each step. Are you ready?**

Don't worry...the ideas you generate now don't need to be part of your final plot.



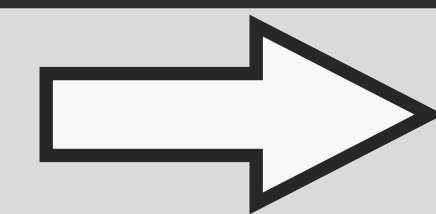
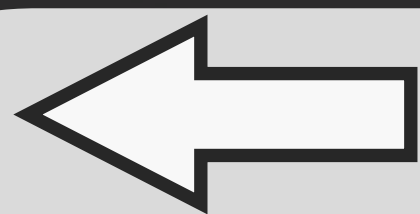


First, we need to start with a character in their ordinary world. This can be anyone, anywhere, but for now let's just pick the basic character. Here are some ideas:

a farmer	a gymnast	an astronaut	a school kid	a teacher
a scientist	a librarian	a wizard	a witch	an ogre
a fairy	a zookeeper	a pirate	a politician	a mermaid
a king	a queen	a rapper	an actor	a birdwatcher

**Choose a character and write it down.**

You don't have to pick one of these if you have a different idea!





The next step is to choose the call to adventure. An easier way of thinking about this is to think of a problem the hero has to overcome.

Have they lost something they need to find?

Has someone stolen something important?

Have they been invited somewhere unusual?

Is there a villain trying to hurt the hero in some way?

Do they have a friend who is in need?

Are they in danger from witnessing a crime?

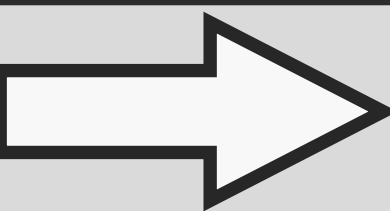
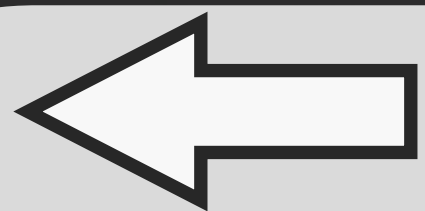
Has someone they love been kidnapped?

Do they have to find a precious object?

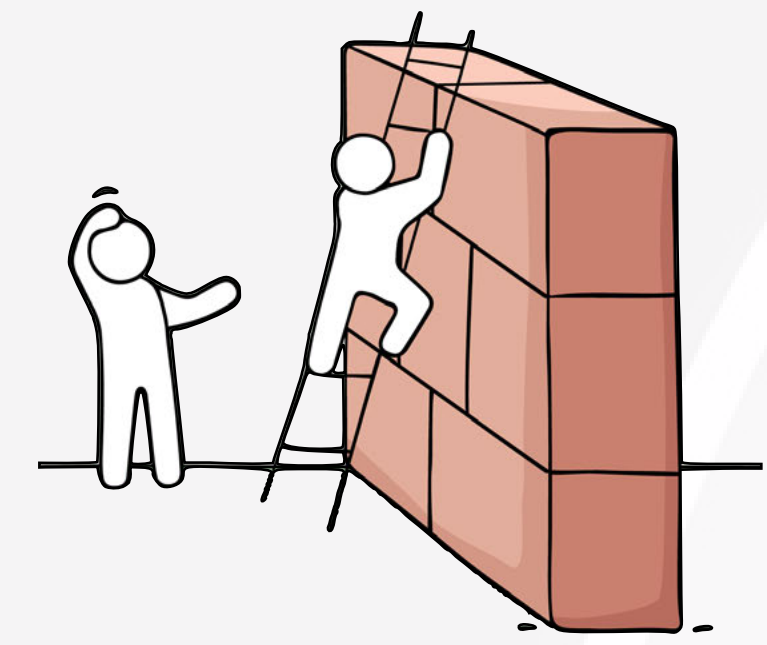
Do they want to achieve something remarkable?

**Choose a call to adventure and write it down.**

You might have lots of ideas but write no more than two or three sentences at this point. You can flesh it out later!







Now think about why your character's problem is difficult to solve. What is getting in their way? This is important because it creates tension in your story. If the problem was easy to solve, the story would be really boring!

Is there a lake of molten lava they need to cross?

Is there a fierce beast guarding the threshold?

Are there not enough clues to solve the problem?

Does a villain keep getting in the way?

Does someone they trusted betray them somehow?

Do they lose something they needed?

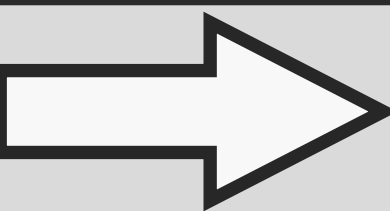
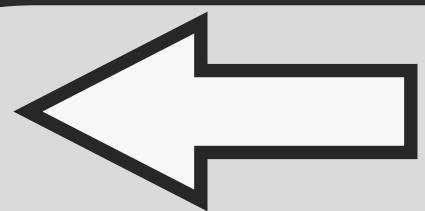
Are they too scared to keep going in their quest?

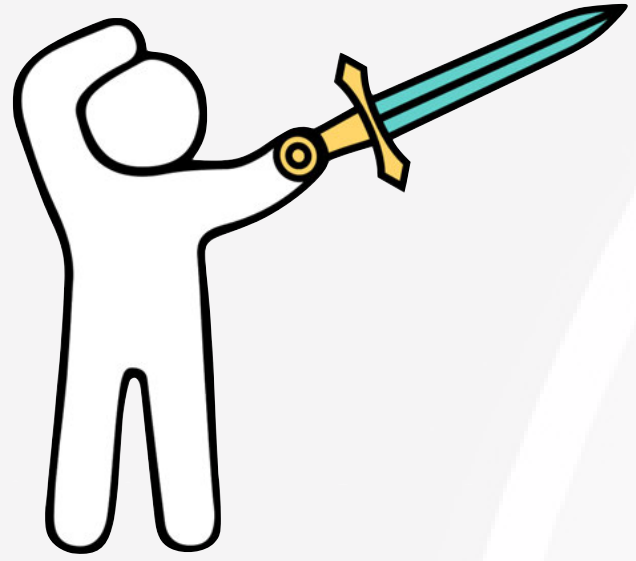
Does the wind blow away the treasure map?

Is the end of the quest up a dangerous mountain?

**Choose a trial and write it down.**

Think carefully about which would work best for your hero's problem.





Now you need to work out how your character will overcome the seemingly insurmountable odds and win the day. Remember, this is the climax of your story, the nail-biting point where the hero overcomes the odds.

Do they find what they are looking for? How?

How does the final piece of the puzzle become clear?

Do they defeat the villain?  
How?

Do they build a bridge?

Do they find a magical sword?

Does a friend come to their rescue?

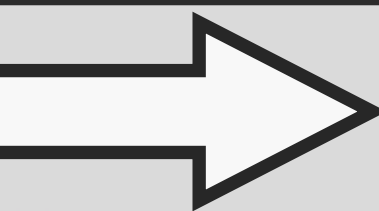
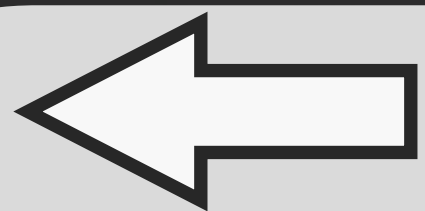
Does the villain fall into a trap they have laid?

Does someone help them realise something?

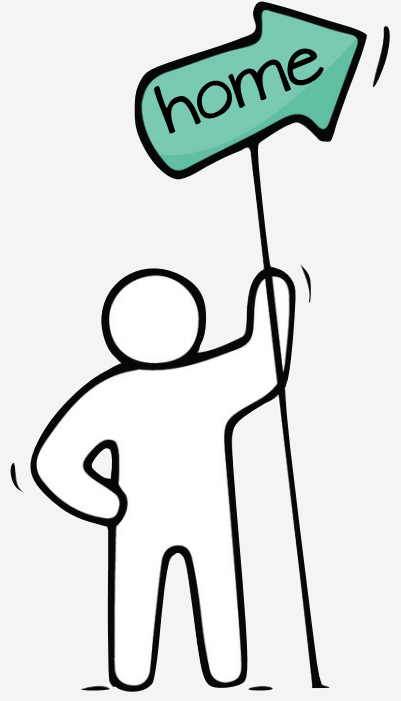
Does the hero find superhuman strength?

**Write down how your hero will overcome the ordeal.**

Think carefully about which would work best for your hero's problem.







Now that your hero has overcome their biggest challenge, they get to go back to normal life. However, your hero has changed in some way. They are different and happier than they were when they first started.

What has changed for your character?

How are they different from when they started?

What now makes them happier than they were at the start of the story?

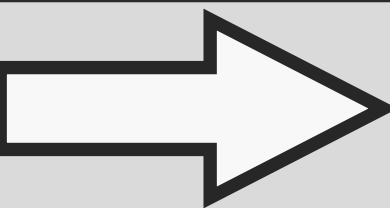
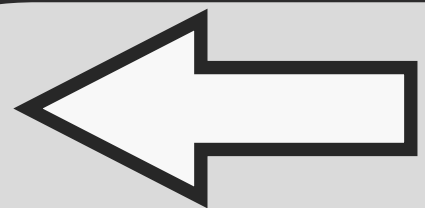
Do they find the love of their life?

Have they achieved their greatest goal?

Have they found out they are braver or more capable than they thought?

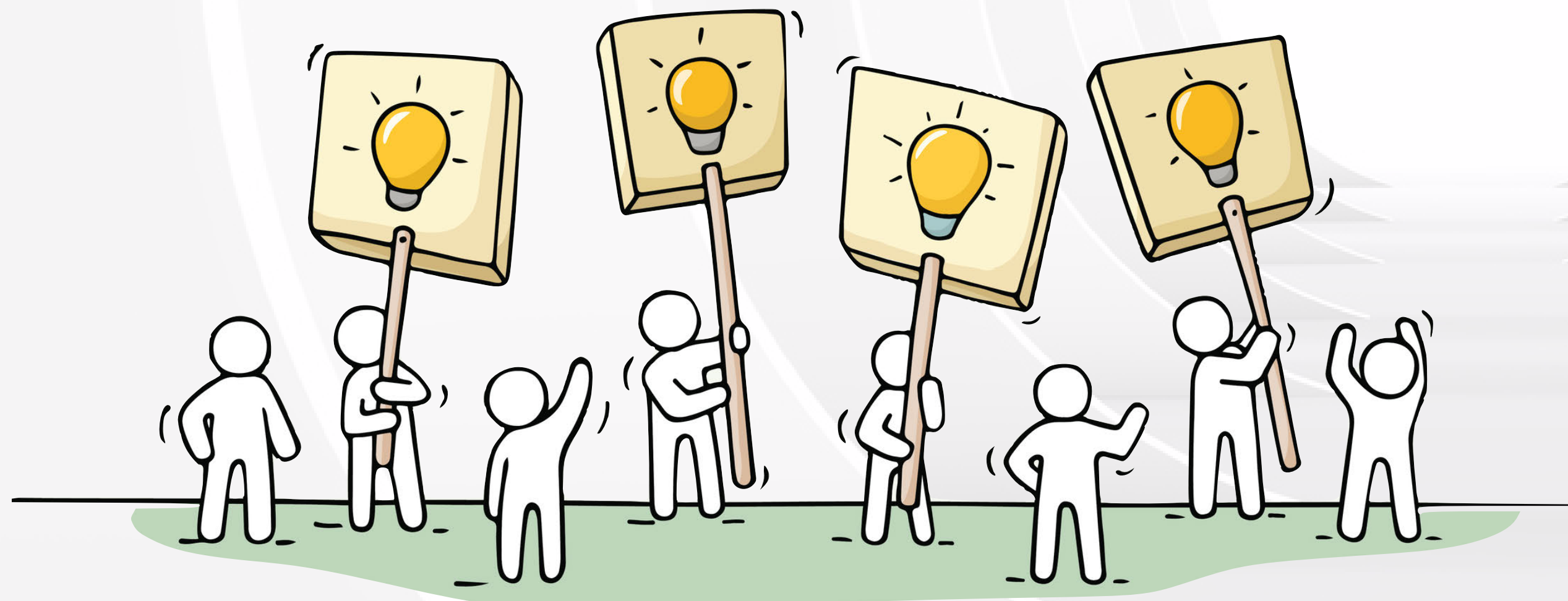
**Write down how your story will end.**

Your ending should leave the reader feeling like everything has been resolved.



# OK! What ideas do you have for your plot?

Get into small groups and discuss your outlines. Remember, these are just initial ideas. They don't have to be your final plans.



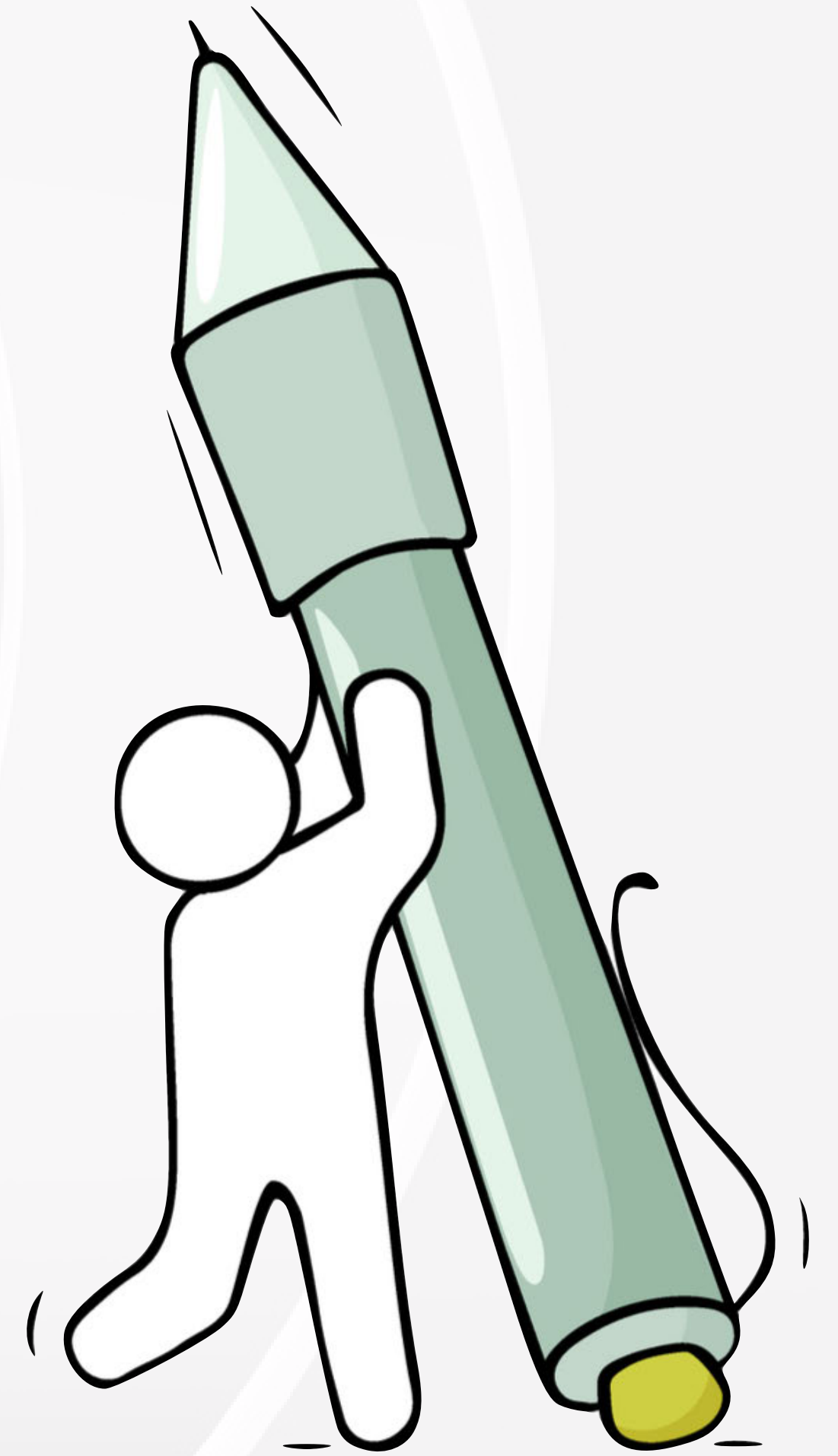
What do you think of each other's plots?

Do you like them? Why or why not?

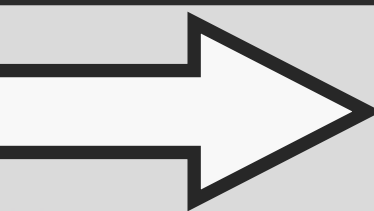
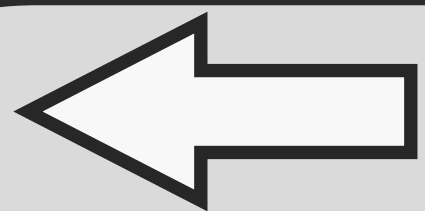
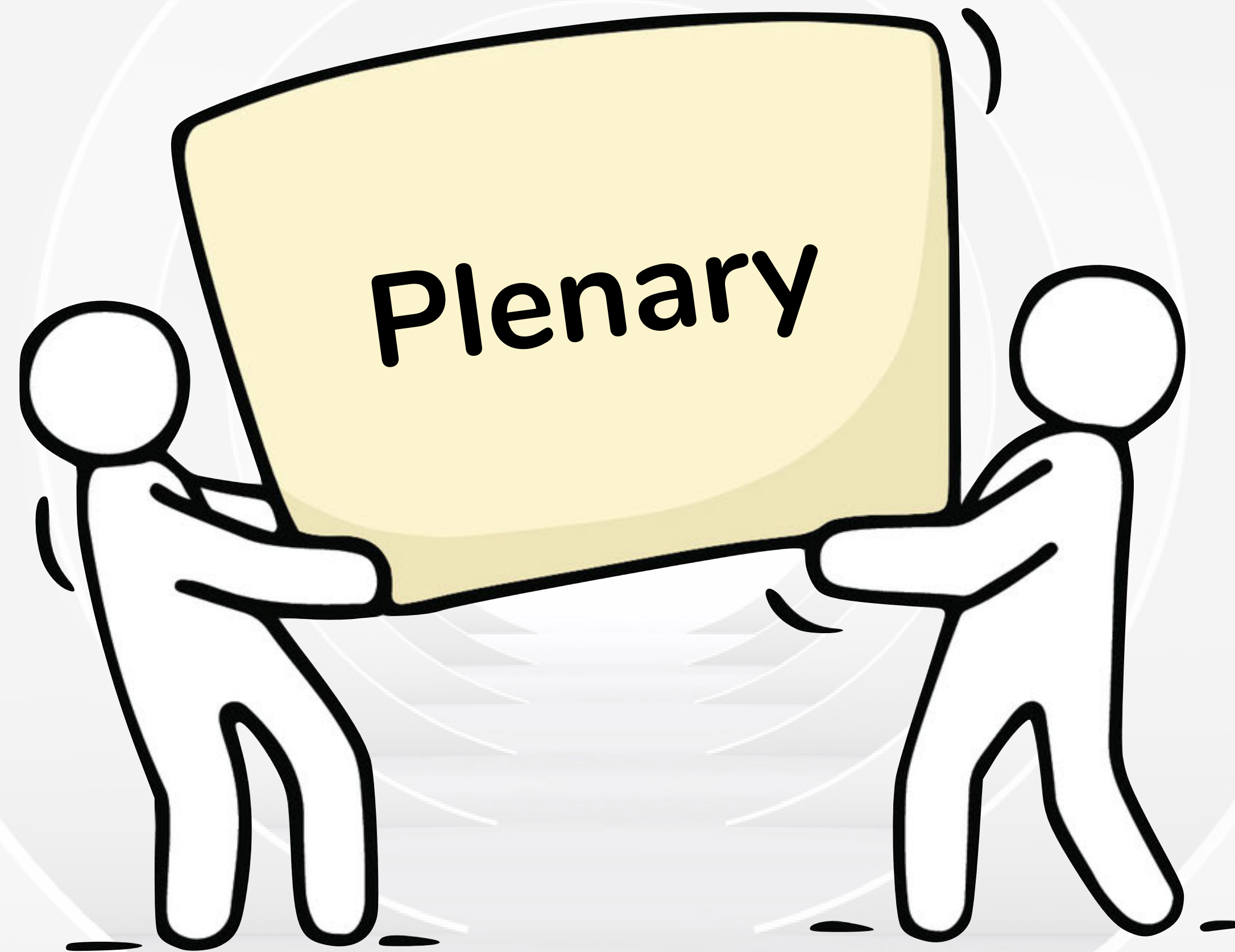
What could you change to make them better?

# Who is ready to go and finalise their plot?

Remember, these are just the first steps. We will build out the rest of the plot at a later date.







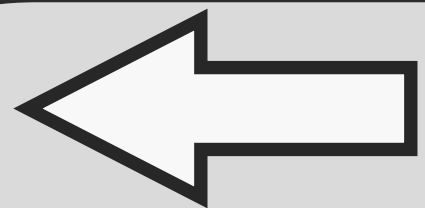
# You have now chosen the basic outline for your plot. Well done!

Get back in your groups and share your final plot ideas.

Why do you like this plot?

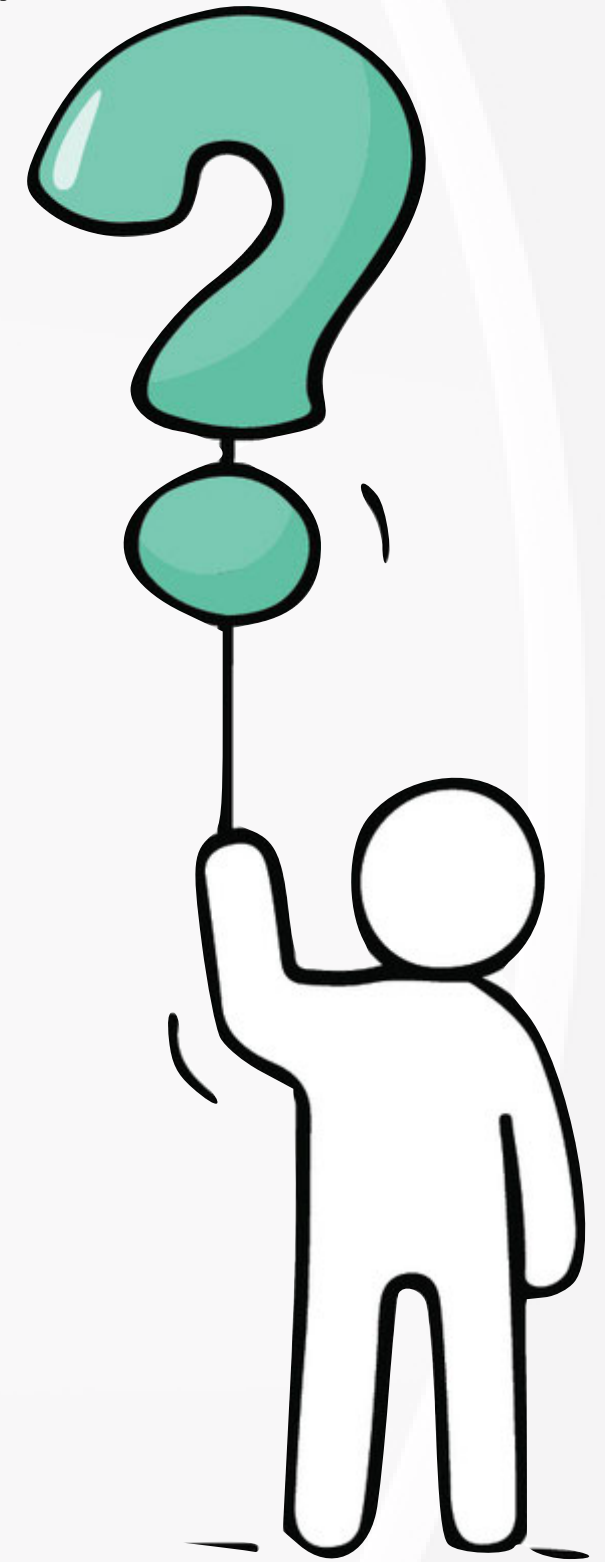
What characters will you need in your story?

Where do you think your story takes place?

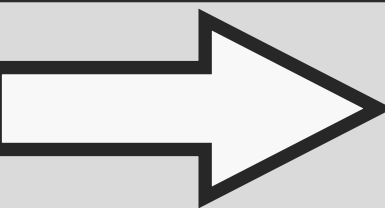
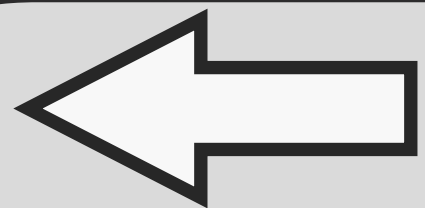


Another model we can use to get the basic outline of our plot is the **Somebody Wanted But So Then** model.

What do you think this model might involve?



*Let's look at some examples...*

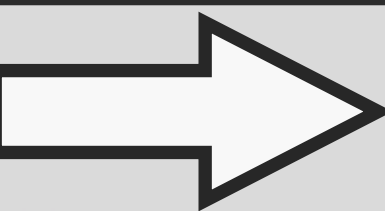
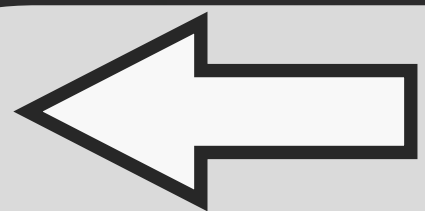






How does this fit with the hero's story structure? What is different? What is the same?

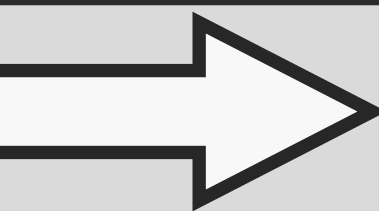
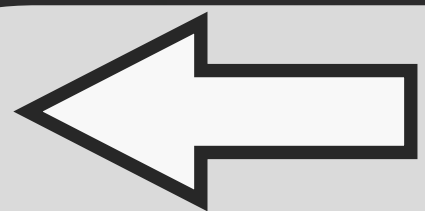
Somebody	Wanted	But	So	Then
Rapunzel	To escape her tower and see the floating lanterns	She was locked in a tower	She escaped and went looking for the lanterns	She found out that she was the princess and the lanterns had been for her birthday every year



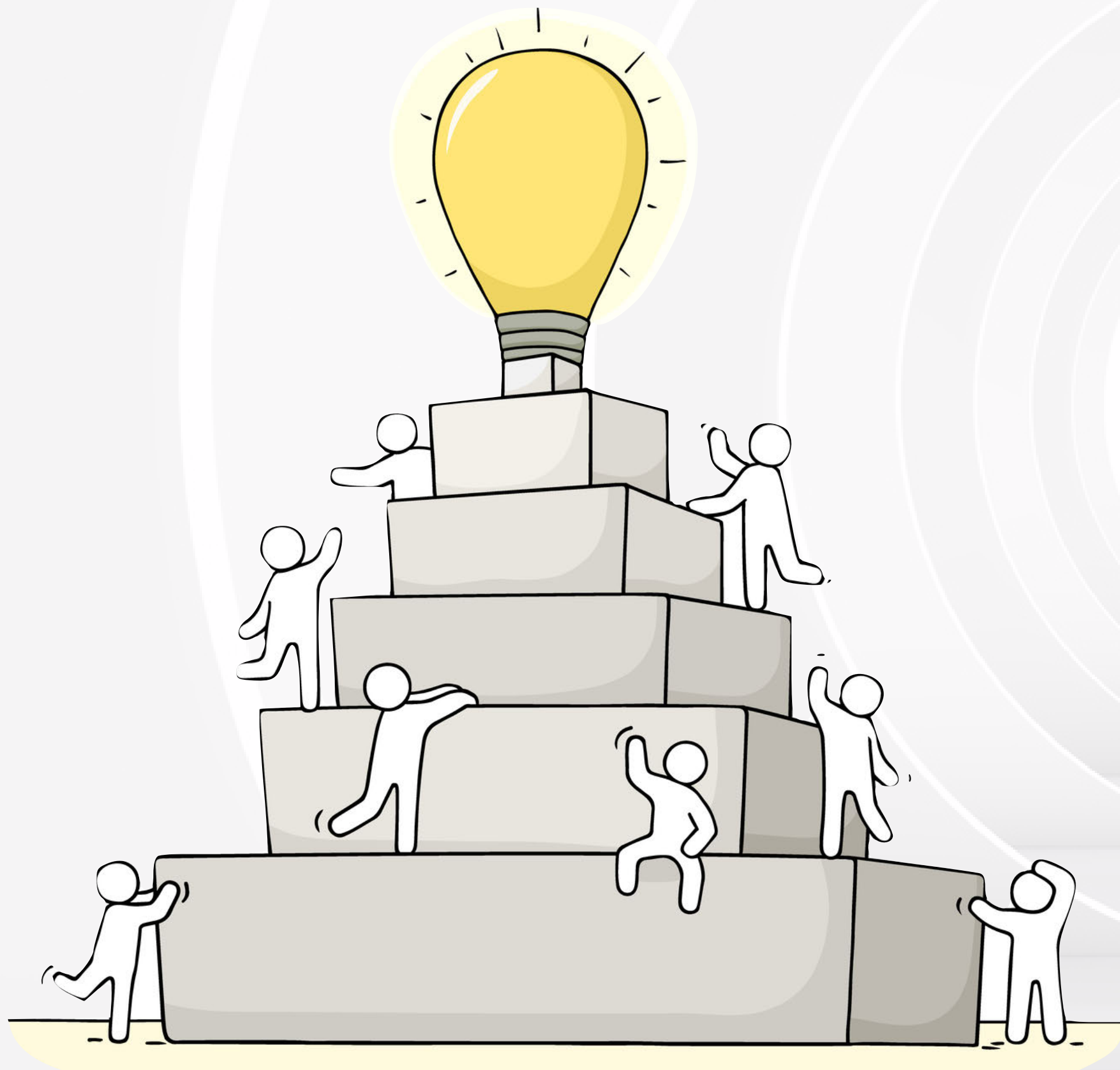
We can use the **Somebody Wanted But So Then** model to create the basic plot outline for our stories, then relate these points to the hero's journey structure.

Somebody	Wanted	But	So	Then
A father	To save his daughter from evil kidnappers	He didn't have the ransom money the kidnappers were demanding	?	?

**How could you finish off this plot?**



Today you're going to use the **Somebody Wanted But So Then** model to generate your own plot ideas.



Who's ready to start  
building their story?