Message from a CTE teacher:

I have sent lesson plans this week for my CTE video production class on the hero's journey and this app https://1se.co/ you take video of your life once a day and it creates a one second a day video for however long. I am doing it for the time we are self-isolating.
THE HERO’S JOURNEY LESSON PLAN

FOR YOUR ASSIGNMENT THIS WEEK YOU WILL LEARN ABOUT THE HERO’S JOURNEY AND WATCH ONE FILM FROM THIS LIST:
The Hobbit
The Lion King
Spiderman
The Matrix
Lord of the Rings
Harry Potter
The Hunger Games
The Wizard of Oz
Divergent
Jaws

Use the Hero’s Journey information below in this email and the (HERO’S JOURNEY WORKSHEET ATTACHED TO THIS EMAIL) to fill out the information on the film you chose as it applies to the Hero’s Journey. Then apply the same information about the Hero’s journey to your own life.

Joseph Campbell, an American mythological researcher, wrote a famous book entitled *The Hero with a Thousand Faces*. In his lifelong research Campbell discovered many common patterns running through hero myths and stories from around the world. Years of research lead Campbell to discover several basic stages that almost every hero-quest goes through (no matter what culture the myth is a part of).

He calls this common structure “the monomyth.”

George Lucas, the creator of *Star Wars*, claims that Campbell’s monomyth was the inspiration for his groundbreaking films. Lucas also believes that *Star Wars* is such a popular saga because it taps into a timeless story-structure which has existed for thousands of years.

Many followers of Campbell have defined the stages of his monomyth in various ways, sometimes supplying different names for certain stages. For this reason there are many different versions of the Hero’s Journey that retain the same basic elements.

The Hero’s Journey is one lens through which you can view almost any story. When you look at these stories, you’re calling upon generations of such stories, including ancient myths and bedtime stories that you’ve been familiar with since you were a child. Stories following this structure are universal and powerful. When you read many classics, you’ll see elements of this story, and by identifying these common structural elements, you’ll have a deeper appreciation of film and literature.
The Call:
Typically, the Hero is challenged to embark on the Quest or is called to it by a god or god-figure. Usually, there is a sense of destiny associated with the call to the Quest—this is the Hero’s purpose; it will be his or her defining moment.

The Decision:
The Hero makes an intentional decision (thoughtful and purposeful in word and in action) to accept the challenge or call and pursue his (or her) destiny. There is usually a sense that this decision is irrevocable (cannot be changed)—the ship sails, the bridge burns, the home planet is destroyed, etc. At this point, the Hero must go forward; there is no turning back.

The Preparation:
This is a period during which the Hero learns what he or she needs to know in order to complete the Quest. The Hero develops the skills, builds the strength, gathers the tools and other materials, and collects the allies he or she will need to succeed. Often, the Hero will meet a Mentor, an older, wiser individual who has the knowledge and skills the Hero needs. This Mentor may or may not be supernatural.

The Obstacles:
This is the Quest itself, the journey to the place where the treasure is hidden or the captive is imprisoned. It is a long trip. It is a dangerous trip. Many of the Hero’s allies (met during the Preparation) will desert him, be rendered incapable of continuing, or die. The Hero will lose many, if not all, of the tools and weapons collected during the Preparation and will have to continue the Quest alone.

The Climax:
This is, of course, the moment when the Hero is at the point of either succeeding or failing. The failure might be physical, emotional, or psychological. The Climax also involves the moment when it becomes obvious that the Hero will succeed.

The Return:
After the successful Quest, the Hero always returns home, but he or she always returns a changed person.

AN EXAMPLE OF THE HERO’S JOURNEY USING STAR WARS:

The Call:
Luke Skywalker receives the message from the Droid R2D2 that princess Leia is in trouble. He sets off to find ‘Obi Wan Kenobi.

The Decision:
Luke finds Obi Wan and learns of his Destiny. Luke’s decision is rendered irrevocable when his uncle and aunt are killed and his home is burned.
The Preparation:
Luke sets off to aid the rebellion. Along the way, he gathers a crew of companions and learns the ways of the Force from his mentor Master Yoda. The concept of a Mentor is a reoccurring motif in the Hero’s Journey.

The Obstacles:
Most of the second and third movies show intermediary steps that Luke must accomplish in order to become strong enough to defeat the Emperor. Along the way, he encounters a “Shadow,” an evil figure that mirrors those things the hero most fears or dislikes about himself. In Luke’s case, that “Shadow” is Darth Vader. During “The Obstacles” portion of the story, Luke is separated from his friends and forced to face the ultimate evil alone.

The Climax:
Luke faces the “Shadow” and is able to overcome the Emperor without falling to the “Dark Side.”

The Return:
Having overcome the enemies and returned peace to the galaxy, the major characters are reunited. Luke returns to his friends a changed man ready to move forward. In the final scene, Luke sees the ghosts of his fallen mentors Obi Wan, Yoda, and (in the re-mastered version) Anakin Skywalker, his father. In the final shot, Luke turns his back on the ghosts and returns to his friends.
JOSEPH CAMPBELL’S MONOMYTH:
THE HERO’S JOURNEY

THE LION KING (1994)
THE ORDINARY WORLD

Created by
Zachary Hamby
www.creativeenglishteacher.com
THE CALL TO ADVENTURE
ENTERING THE UNKNOWN/CROSSING THE FIRST THRESHOLD
ENEMIES/THRESHOLD GUARDIANS
RITUAL DEATH
MEETING THE GODDESS
SUPERNATURAL AID/GUIDE OR MENTOR
SUPREME ORDEAL
FREEDOM TO LIVE

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STAR WARS: A NEW HOPE (1977)
THE ORDINARY WORLD
SUPERNATURAL AID/GUIDE OR MENTOR
THE CALL TO ADVENTURE
REFUSAL OF THE CALL
ENTERING THE UNKNOWN/CROSSING THE FIRST THRESHOLD
ALLIES/HELPERS
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Dismemberment
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STAR WARS: A NEW HOPE (1977)
SUPERNATURAL AID/GUIDE OR MENTOR
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ALLIES/HELPERS
ROAD OF TRIALS/TESTS
MEETING THE GODDESS
RITUAL DEATH
SUPREME ORDEAL
ULTIMATE BOON/ELIXIR
ATONEMENT WITH THE FATHER
MASTER OF TWO WORLDS
FREEDOM TO LIVE
CAN YOU FIND ANY OTHERS?
CAN YOU FIND ANY OTHERS?