

Hero Journey Definitions & Examples Chart

Instructions: Using a pencil, complete the chart as you view the movie.

Name: _____

Phase	Definition	In Your Own Words	Movie or Book Example Title: <u>Spider Man, 2002</u>
DEPARTURE PHASE			<p><i>Peter Parker is bitten by the radioactive super spider.</i></p>
Call to Adventure	The future hero is first given notice that his or her life is going to change.	<p><i>Everything is going to change for the main character - nothing is going to be the same, whether he knows it or not.</i></p>	
Refusal of the Call	The future hero often refuses to accept the Call to Adventure. The refusal may stem from a sense of duty, an obligation, a fear, or insecurity.		
Beginning the Adventure	This is the point where the hero actually begins the adventure, leaving the known limits of his or her world and venturing into an unknown and dangerous realm where the rules and limits are unknown.		
INITIATION PHASE			
Road of Trials	The Road of Trials is a series of tests, tasks, or challenges that the hero must undergo as part of the hero's transformation. Often the hero fails one or more of these tests, which often occurs in threes.		

Adapted from College Board Springboard and Joseph Campbell.

Journey Phase	Definition	In Your Own Words	Movie or Book Example Title: <u>Spiderman, 2002</u>
Experience with Unconditional Love / MENTOR	During the Road of Trials, the hero experiences unconditional love and support from a friend, mentor, or family member. This love often drives the hero to continue on the journey, even when the hero doubts him/herself.		
Ultimate Boon	The goal of the quest is achieved. All the previous steps serve to prepare and purify the person for this step.		
RETURN PHASE Seldom are all four used.			
Refusal of the Return	When the goal of the adventure has been accomplished, the hero may refuse to return with the boon or gift, either because the hero doubts the return will bring change, or because the hero prefers to stay in a better place rather than return to a normal life of pain and trouble.		
Magic Flight	The hero experiences adventure and perhaps danger as he or she returns to life as it was before the adventure. (One last mad chase.)		
Help from Without	Just as the hero may need guides and assistants on the quest, oftentimes he or she must have powerful guides and rescuers to bring him or her back to everyday life, especially if the hero has been wounded or weakened by the experience. Or, perhaps the hero doesn't realize that it is time to return, that he or she can return, or that others need his or her gift.		
Crossing the Return Threshold	At this final point in the adventure, the hero must retain the wisdom gained on the quest, integrate that wisdom into his or her previous life, and perhaps decide how to share the wisdom with the rest of the world.		

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