

Hero Journey Definitions & Examples Chart

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

Name: Ms. Durham's Cheat Sheet
for Spiderman

Phase	Definition	In Your Own Words	Movie or Book Example Title: <u>Spider Man, 2002</u>
DEPARTURE PHASE			
Call to Adventure	The future hero is first given notice that his or her life is going to change.	Everything is going to change for the main character - nothing is going to be the same, whether he knows it or not.	Peter Parker is bitten by the radioactive super spider.
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.		Peter Parker lets the burglar escape - he doesn't help the man who just cheated him.
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.		Peter Parker begins his adventure when he actually practices w/ his new found powers, often crashing b/c he doesn't understand the limits and everything is still 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.		<ul style="list-style-type: none"> • Uncle Ben dies - Peter feels responsible • Peter chases down the robber who killed Uncle Ben • MJ and Harry start dating • Peter starts saving lives • Spiderman gets BAD press • MJ gets hurt in Green Goblin attack • MJ gets attacked by criminals • Spiderman gets attacked by Green Goblin • Harry's father discovers that Peter is Spiderman • GG attacks Aunt May • GG makes Peter choose btw MJ and the people in the air tram

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.		Peter draws strength and encouragement from Uncle Ben, even though he died. Peter continues to recall his words: "With Great Power Comes Great Responsibility." When the Green Goblin tries to persuade Peter at the end and says, "I treated you like I was your father," Peter replies, "I have a father. His name is Ben Parker."
Ultimate Boon	The goal of the quest is achieved. All the previous steps serve to prepare and purify the person for this step.		Peter has worked for MJ's love from the very beginning. In the end, she professes her love for him in return.
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.		* Peter continues his role as Spiderman, but gives up Mary Jane.
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.)		* After Peter saves MJ and the air tram full of people, he has one more fight with the Green Goblin.
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.		* When Spiderman is trying to save MJ and the air tram - the Green Goblin is thwarted from his attack by bystanders throwing random objects at him.
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.		* A student might argue that that Peter continues his life as Peter, while secretly remaining the Spiderman.

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