

Characteristics of the Hero's Journey	Evidence of Characteristics in this Film Clip HOLES
DEPARTURE	
The Call to Adventure <i>Everything changes forever</i>	When Zero ran away. Or you could argue, when Twitch shows up because he has wisdom Stanley doesn't – how to hotwire cars.
Refusal of the Call	When Zero first ran away, Stanley didn't go with him.
Beginning the Adventure <i>Has to learn new rules & limitations</i>	When Stanley drove off in the water truck – He had to learn how to steal & drive off.
INITIATION	
The Road of Trials <i>Series of Challenges</i>	1. Mr. Sir catches the door 2. He drove into a hole 3. He had to run away 4. spotted lizards 5. no water 6. Thinks Zero is dead.
Experience w/ Unconditional Love <i>Acceptance for who you are</i>	Zero – because Stanley ran after to save him and Zero shared Sploosh w/ Stanley.
Ultimate Boon <i>Goal the hero went after</i>	Finding Zero alive.
RETURN	
1.Refusal of the Return 2.Magic Flight 3.Rescue from Without 4.The Crossing, or Return Threshold <i>(one or more forms may be used- not usually all four)</i>	Rescue from without because Stanley found Zero. Refusal of Return, they didn't go back to camp. They climb God's Thumb instead.