

Name _____

Date _____

Identifying the Hero's Journey in Big Hero Six



Stages of the Hero's Journey	Big Hero Six Examples of Hero Journey Stages
<p>Ordinary World Limited awareness of a problem. The normal world known by the hero.</p>	
<p>1. Call to Adventure The hero is called to adventure by some external event or messenger.</p>	
<p>2. Refusal to the Call The hero first refuses to notice the problem or situation. This may be from a sense of duty or obligation, fear, insecurity, a sense of inadequacy, or any of a range of reasons that work to hold the person in his current circumstances.</p>	
<p>3. Crossing the Threshold (Into the Unknown) Upon reaching the threshold of adventure, the hero must undergo some sort of ordeal in order to pass from the everyday world into the world of adventure. The hero leaves his ordinary world for the first time and crosses the threshold into adventure, the unknown world. The important feature is the contrast between the familiar world of light and the dark, unknown world of adventure.</p> <p>Meet the Mentor The hero encounters someone who can give him advice and ready him for the journey ahead.</p>	
<p>4. Trials, Ordeals and Tribulations The hero learns the rules of his new world. During the hero's trials, he may find help in the form of allies. It can be one of the hero's tests to find out who can be trusted in this new world.</p>	
<p>5. Death and Rebirth (The Abyss) This is the critical moment in the hero's journey in which there is often a final battle with a monster, wizard, or warrior which facilitates the particular resolution of the adventure.</p>	
<p>6. Transformation As the hero conquers the Abyss and overcome his/her fears, the transformation becomes complete. Part of the hero dies so that a new part can be born. Fear must die to make way for courage. Ignorance must die for the birth of enlightenment. Dependency and irresponsibility must die so that independence and power can grow.</p>	

<p>7. Atonement After the hero has been transformed, he/she goes on to achieve Atonement, that is being "at-one" with a new self. The hero is fully "reborn." The imbalance, which sent him/her on the journey has been corrected--until the next call.</p>	
<p>8. Return: The hero again crosses the threshold of adventure and returns to the everyday world of daylight. The return usually takes the form of an awakening, rebirth, resurrection, or a simple emergence from a cave or forest. Sometimes the hero is pulled out of the adventure world by a force from the daylight world.</p>	

This assignment may be completed individually, in pairs or small groups of no more than 4 students. Students who decide to work in pairs or small group must clearly identify which parts each student completed. You must write the examples using complete sentences, correct capitalization and punctuation.

The due date for this assignment is Friday, August 31, 2018.