

The Odyssey: Write Your Own Hero's Journey

You have read numerous mythology stories this quarter including adventure myths that followed a hero's journey (like Odysseus and Jason and the Argonauts). Now it will be your job to write a hero's journey story. This packet will take you through the steps of brainstorming, planning and writing your story. Be creative and have fun!

Day 1: Reviewing the Hero's Journey

Read this article about Joseph Campbell's research on the hero's journey.

- <http://www.mythologyteacher.com/documents/TheHeroJourney.pdf>

Watch this video that gives examples of the hero's journey in famous movies.

- <https://www.bing.com/videos/search?q=hero+journey+joseph+campbell&&view=detail&mid=85B423B885299272A31085B423B885299272A310&&FORM=VRDGAR>

Watch video on brainstorming at <https://www.youtube.com/watch?v=eJULQOxBHFs>.

Start brainstorming your ideas for your story. Make sure you look ahead to the planning sheet that lists the steps of the hero's journey. Will your idea be able to incorporate most of the steps of the hero's journey?



Example: Twins--Always fighting, gamers, smart, clever, good at fixing electronics

**Character
ideas
(and some traits)**



(Example) Time: future

Place: USA after artificial intelligence starts to take over the Pentagon and military

Cloudy, impending storm, fear is in the air, early morning just before daybreak

Setting—time & place

Then add specifics like day/night, weather, etc.

Example: Artificial Intelligence takes over the Pentagon and the military. It is up to regular citizens to fight to save their country. The twins are recruited for their computer and gaming skills.

Ideas for Plot

Day 2: Planning

Watch this video on planning your story at

<https://www.youtube.com/watch?v=HAVW3b7E0TI&list=PLTCzXKdxBpDB0Prk1FCwDMu136HHQZUZV&index=3>.

<p>Point of view</p> <ul style="list-style-type: none">• From who's point of view• First person?• Third person?	
<p>Theme</p> <ul style="list-style-type: none">• What is the message you want the audience to learn?	
<p>Main Character (protagonist)</p> <ul style="list-style-type: none">• Describe character• List ten adjectives describing your main character that you can use in your story	
<p>Character who works against the main character (antagonist)</p> <ul style="list-style-type: none">• Describe character• List ten adjectives describing your antagonist that you can use in your story	
<p>Conflict</p> <ul style="list-style-type: none">• What does your antagonist do to work against your protagonist?	
<p>Climax of story</p> <ul style="list-style-type: none">• What is the most exciting part of the story?	
<p>Dialogue</p> <ul style="list-style-type: none">• Where will you use this in the story?• What characters are going to have a conversation?	
<p>Setting</p> <ul style="list-style-type: none">• Where will your story be set?• Give five adjectives describing the setting.	

Day 3: Planning Your Introduction

**First, we will review writing and punctuating dialogue.

Then watch this video about writing an introduction at

<https://www.bing.com/videos/search?q=writing+a+narrative&&view=detail&mid=DED3DB5119B3F88A103FDED3DB5119B3F88A103F&rvsmid=674CA008ABC59030AC98674CA008ABC59030AC98&FORM=VDQVAP>

In the introduction you will want to

- Interest the reader
- Introduce characters
- Give the setting and point of view

The Introduction

How will you capture the reader's attention?	
Setting: Ordinary World	
Odysseus: Lived in Ithaca with wife, son about to be born	
Call to Adventure	
Odysseus: Has to go to the Trojan War	

Day 4: Planning the Body of Your Story

Watch this video about writing the plot at

<https://www.youtube.com/watch?v=mhm3tK41uWQ&list=PLTCzXKdxBpDB0Prk1FCwDMu136HHQZUZV&index=5>

Refusal of Quest Odysseus: Wife just gave birth and he wants to stay with son.	
Accepting the Call Odysseus: Promised other Greek kings that he would fight	
Entering the Unknown Odysseus: Spends ten years traveling to get back to Ithaca as a punishment from the gods	

Supernatural Aid and a Talisman	
Odysseus: Received help from Athena	
Allies/Helpers	
Odysseus: his men, Telemachus, Eumaeus	
Tests & The Supreme Ordeal	
Odysseus: Cyclops, Circe, The Underworld, Calypso	

Day 5: Planning the Conclusion

In your conclusion, you should reveal your theme or lesson learned if you have not already done so. Wrap up all of the loose ends of your story.

Watch this video about writing the conclusion at

<https://www.youtube.com/watch?v=yvg7CcaPJSs&list=PLTCzXKdxBpDB0Prk1FCwDMu136HHQZUZV&index=6>

Reward and the Journey Home	
Odysseus: comes home to battle the suitors and regain his kingdom	
Restoring the World	
Odysseus: defeats the Suitors and take his place as rightful king, sees the value of home and family	

Day 6 & 7: Writing Your Story

Using your planning chart, write your hero's journey story. Your story should be a minimum of two pages double spaces and a maximum of eight pages double spaced (Calibri 11).

Remember to use transition words between paragraphs. <https://msu.edu/~jdowell/135/transw.html>

Day 8: Revising

Watch this video about revising at

<https://www.youtube.com/watch?v=1T6PmQQIKss&list=PLTCzXKdxBpDB0Prk1FCwDMu136HHQZUZV&index=7>

Finish your story, proofread, and do some editing.

Did you include these elements? (check off)

- Point of view—first person, third person or third person omniscient
- Theme
- Conflict
- Dialogue
- Setting
- Protagonist
- Antagonist
- Good plot details leading to a climax
- Introduction with a hook
- Conclusion
- Good descriptive words and active verbs
- Variety of sentence lengths and types
- Good voice and writing style
- All of the steps of the hero's journey

Day 8: Peer editing

Exchange your paper with a partner. Use the peer editing rubric to give feedback. Also, write constructive criticism on the story, giving feedback in plot, character development, word choice, active verbs, sentence fluency, voice, and mechanics. I expect you to write all over the story and help your partner get his or her best grade.

Day 9: Publishing

Using your peer editing story, make final corrections to your hero's journey story and print it.

Peer Editing Rubric—Rough Draft				
	4	3	2	1
INTRODUCTION Setting Ordinary world Call to Adventure CONCLUSION Reward/journey home Restoring the world	Well-developed introduction hooks the reader and creates interest. Contains detailed background information. Describes the setting of the ordinary world and the call to adventure. Conclusion effectively wraps up and goes beyond restating the story. Leaves the reader with a lesson learned.	Introduction creates interest. Sets up the description of the ordinary world and call to adventure. Conclusion effectively summarizes the story or makes it sound finished.	Introduction adequately explains the call to adventure but may lack detail. The setting is not clearly defined. Conclusion is recognizable and ties up almost all loose ends.	Background details are a random collection of information, unclear, or not related to the topic. The call to adventure is vague or unclear. Conclusion does not summarize main points.
PLOT Body Paragraphs: Refusal of the call Accepting the call Entering the Unknown Allies Test Supernatural Aid Talisman	Well-developed main points directly related to the story. Supporting examples are concrete and detailed. The narrative is developed with a consistent and effective point-of-view, showing the story in detail. All parts of the hero's journey are present and developed.	Three or more main points are related to the story, but one may lack details. The narrative shows events from the author's point of view using some details. Most parts of the hero's journey are present and developed.	Three or more main points are present. The narrative shows the events but may lack details. Some parts of the hero's journey are present and developed.	Less than three main points, and/or poor development of ideas. The narrative is undeveloped, and tells rather than shows, the story. Few parts of the hero's journey are present and developed.
CHARACTER DEVELOPMENT/ SETTING/ THEME OR LESSON LEARNED	There is excellent description of the character and setting with extensive details. The theme is integrated into the story and clear to the reader.	There is good description of the character and setting with many details. The theme is clearly stated.	There is some description of the character and setting with few details. The theme is somewhat unclear to the reader.	Character and setting lack details and are poorly developed. There is no obvious theme.
ORGANIZATION Structure Transitions	Logical progression of ideas with a clear structure that enhances the plot. Transitions are mature and graceful.	Logical progression of ideas and the plot. Transitions are present equally throughout essay.	Organization is clear. Transitions are present. The plot has some organization issues.	No discernable organization. Transitions are not present. The plot is not clear.
STYLE & VOICE Sentence flow Variety of sentence types Descriptive words Active verbs	Writing is smooth, skillful, coherent. Sentences are strong and expressive with varied structure. Words well-chosen with interesting adjectives and active verbs.	Writing is clear and sentences have varied structure. Adjective and verbs are mostly strong.	Writing is clear, but sentences may lack variety. There are few adjectives and active verbs used.	Writing is confusing, hard to follow. Contains fragments and/or run-on sentences. Word choice is mundane.
MECHANICS Spelling Punctuation Capitalization Punctuating dialogue	Punctuation, spelling, capitalization are correct. Dialogue is punctuated correctly. Errors are few.	Punctuation, spelling, capitalization are generally correct. Dialogue is done with few errors. There are several mechanical errors.	There are numerous errors in punctuation, spelling, capitalization. Dialogue needs work.	There are distracting errors in punctuation, spelling, capitalization. Dialogue is non-existent. The paper reads like a rough draft.
Total Grade:				

Hero's Journey Rubric—Final Draft				
	4	3	2	1
INTRODUCTION Setting Ordinary world Call to Adventure CONCLUSION Reward/journey home Restoring the world	Well-developed introduction hooks the reader and creates interest. Contains detailed background information. Describes the setting of the ordinary world and the call to adventure. Conclusion effectively wraps up and goes beyond restating the story. Leaves the reader with a lesson learned.	Introduction creates interest. Sets up the description of the ordinary world and call to adventure. Conclusion effectively summarizes the story or makes it sound finished.	Introduction adequately explains the call to adventure but may lack detail. The setting is not clearly defined. Conclusion is recognizable and ties up almost all loose ends.	Background details are a random collection of information, unclear, or not related to the topic. The call to adventure is vague or unclear. Conclusion does not summarize main points.
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Total Grade:				