

Life is Strange 2: Episode 1

RATIONALE FOR THIS LESSON: Why are you teaching this lesson?

This Lesson Was Made in Collaboration With the [Esports Edu Lab](#)

A trope that we come across in many different mediums of literature is the monomyth, or The Hero's Journey. A character embarks, often reluctantly, on a journey. The character overcomes a conflict and eventually returns home with a better understanding of the world they live in. This trope can be found in books like Harry Potter, The Hunger Games, The Lord of the Rings; as well as in movies like The Lion King, Hercules, Star Wars, and the entire Marvel Cinematic Universe. In each story, there is a character/s who departs on an adventure, face a crisis, and come home a changed or transformed. The Hero's Journey may no longer be original, but the story beats remain incredibly popular.

The monomyth is also consistently apparent in video games. *Life is Strange 2* offers a different take on heroism in the form of a sixteen year old trying to protect his little brother. "After a tragic incident, brothers Sean and Daniel Diaz run away from home. Fearing the police, and dealing with Daniel's new telekinetic power, the boys flee to Mexico for safety. Suddenly, sixteen year-old Sean is responsible for Daniel's safety, shelter, and teaching him right from wrong. As Sean, your choices shape the fates of the Diaz brothers, and the lives of everyone they meet. The road to Mexico is long and filled with danger. This is the trip that could bond Sean and Daniel forever... or tear their brotherhood apart" ([Square Enix](#), [Dontnod Entertainment](#))

This lesson does not cover the entire game of *Life is Strange 2*. This lesson will only cover chapter 1 of the game. The game is broken into five chapters.

CONTENT AIM (content)	<ul style="list-style-type: none"> Is Sean Diaz from <i>Life is Strange 2</i> a hero?
WHAT QUESTIONS will SUPPORT THE AIM and DEEP, COMPLEX THINKING	<ul style="list-style-type: none"> What is a video game? What can video games teach us?
LESSON OBJECTIVES	<p><i>Students will:</i></p> <ul style="list-style-type: none"> Define what makes a person a hero. Follow The Hero's Journey in <i>Life is Strange 2</i> Play through <i>Life is Strange 2: Episode 1</i>. Create their own definition of "hero."
LANGUAGE AIM (reading, writing, speaking and writing)	<ul style="list-style-type: none"> Listen to classmates in conversation. Speak with other students in conversation. Watch/Play <i>Life is Strange 2: Episode 1</i>. Write a definition for "hero"

STUDENT WORK as EVIDENCE OF LEARNING and TOOL for Future Learning and Project Completion

- Students will complete the attached Graphic Organizer.



TEXTS TO BE USED	<ul style="list-style-type: none"> ● <i>Life is Strange 2: Episode 1.</i> <ul style="list-style-type: none"> ○ Available on PlayStation 4, Xbox One, Microsoft Windows, macOS, Linux ○ Developed by Dontnod Entertainment
MATERIALS NEEDED	<ul style="list-style-type: none"> ● One means of playing <i>Life is Strange 2: Episode 1.</i> <ul style="list-style-type: none"> ○ I will be playing on a Playstation 4. ● Graphic Organizer. ● Accompanying presentation

LESSON PLAN	
DO NOW: (5 min) The HOOK!	<ul style="list-style-type: none"> ● Do Now: What does it mean to be a hero? ● Have a short 2-3 min conversation about the student responses.
MODEL/SET THE CONTEXT/ACTIVATE AND ASSESS PRIOR KNOWLEDGE (10 min)	<ul style="list-style-type: none"> ● Read the Aim: Is Sean Diaz from <i>Life is Strange 2</i> a hero? ● In narratology and comparative mythology, the monomyth, or the hero's journey, is the common template of a broad category of tales and lore that involves a hero who goes on an adventure, and in a decisive crisis wins a victory, and then comes home changed or transformed. - Wikipedia ● The Hero's Journey can be found across many different mediums and pieces of literature. <ul style="list-style-type: none"> ○ Show examples in slides. ● There are 17 stages in The Hero's Journey. Not all stories necessarily contain all 17 stages. Some may focus on only a few of the stages. <ul style="list-style-type: none"> ○ I will include slides for the 17 stages, but it is up to the teacher to decide whether or not to go through them. ○ There is an included handout that should be passed out to students now to use as a reference when playing the game and taking notes/answering questions. <ul style="list-style-type: none"> ■ The call to adventure <ul style="list-style-type: none"> ● The hero begins in a situation of normality from which some information is received that acts as a call to head off into the unknown. ■ Refusal of the call <ul style="list-style-type: none"> ● Often when the call is given, the future hero first refuses to heed it. 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. ■ Supernatural aid <ul style="list-style-type: none"> ● Once the hero has committed to the quest, consciously or unconsciously, his guide and magical helper appears or becomes known. ■ Crossing the threshold <ul style="list-style-type: none"> ● This is the point where the hero actually crosses into the field of adventure, leaving the known limits of his world



and venturing into an unknown and dangerous realm where the rules and limits are unknown.

- Belly of the whale
 - The belly of the whale represents the final separation from the hero's known world and self. By entering this stage, the person shows willingness to undergo a metamorphosis.
- The road of trials
 - The road of trials is a series of tests that the hero must undergo to begin the transformation. Eventually the hero will overcome these trials and move on to the next step.
- The meeting with the goddess
 - This is where the hero gains items given to him that will help him in the future.
- Woman as temptress
 - In this step, the hero faces those temptations, often of a physical or pleasurable nature, that may lead him to abandon or stray from his quest, which does not necessarily have to be represented by a woman.
- Atonement with the father
 - In this step the hero must confront and be initiated by whatever holds the ultimate power in his life. This is the center point of the journey. All the previous steps have been moving into this place, all that follow will move out from it.
- Apotheosis
 - This is the point of realization in which a greater understanding is achieved. Armed with this new knowledge and perception, the hero is resolved and ready for the more difficult part of the adventure.
- The ultimate boon
 - The ultimate boon is the achievement of the goal of the quest. It is what the hero went on the journey to get.
- Refusal of the return
 - Having found bliss and enlightenment in the other world, the hero may not want to return to the ordinary world to bestow the boon onto his fellow man.
- The magic flight
 - Sometimes the hero must escape with the boon, if it is something that the gods have been jealously guarding. It can be just as adventurous and dangerous returning from the journey as it was to go on it.
- Rescue from without
 - Just as the hero may need guides and assistants to set out on the quest, often he must have powerful guides and rescuers to bring them back to everyday life.
- The crossing of the return threshold
 - The trick in returning is to retain the wisdom gained on the quest, to integrate that wisdom into a human life,



and then maybe figure out how to share the wisdom with the rest of the world.

- Master of two worlds
 - it may mean achieving a balance between the material and spiritual. The person has become comfortable and competent in both the inner and outer worlds.
- Freedom to live
 - Mastery leads to freedom from the fear of death, which in turn is the freedom to live. This is sometimes referred to as living in the moment, neither anticipating the future nor regretting the past. - [Wikipedia](#)
- These stages are usually broken into three acts.
 - The Departure.
 - In the *departure* part of the narrative, the hero or protagonist lives in the ordinary world and receives a call to go on an adventure. The hero is reluctant to follow the call, but is helped by a mentor figure.
 - The Initiation.
 - The *initiation* section begins with the hero then traversing the threshold to the unknown or "special world", where they face tasks or trials, either alone or with the assistance of helpers.
 - The hero eventually reaches the central crisis of their adventure, where they must undergo "the ordeal" where they overcome the main obstacle or enemy, gaining a reward (a treasure or "elixir").
 - The hero must then return to the ordinary world with his reward. They may be pursued by the guardians of the special world, or they may be reluctant to return, and may be rescued or forced to return by intervention from the outside.
 - The Return.
 - In the *return* section, the hero again traverses the threshold between the worlds, returning to the ordinary world with the treasure or elixir he gained, which he may now use for the benefit of his fellow man. The hero himself is transformed by the adventure and gains wisdom or spiritual power over both worlds. - [Wikipedia](#)
- *Life is Strange 2* offers a different take on heroism in the form of a sixteen year old trying to protect his little brother.
- “After a tragic incident, brothers Sean and Daniel Diaz run away from home. Fearing the police, and dealing with Daniel's new telekinetic power, the boys flee to Mexico for safety. Suddenly, sixteen year-old Sean is responsible for Daniel’s safety, shelter, and teaching him right from wrong. As Sean, your choices shape the fates of the Diaz brothers, and the lives of everyone they meet. The road to Mexico is long and filled with danger. This is the trip that could bond Sean and Daniel forever... or tear their brotherhood apart” ([Square Enix](#), [Dontnod Entertainment](#))
- We will only be playing through the first chapter of *Life is Strange 2*. There are five chapters in total that you can finish on your own at a later time.
- Pass out handout.
- Time to play.



<p>CHECK FOR UNDERSTANDING #1</p>	<ul style="list-style-type: none"> ● Check that everyone in class understands the basic concept of the game. Ask individually, or as a class, or in whichever way your class typically responds to you.
<p>PRACTICE TASK (This will depend on how long it takes to play the game. Probably around 3-4 hours of gameplay)</p>	<ul style="list-style-type: none"> ● Have the students answer the questions on the worksheet as the class progresses through the game. ● Have students take turns playing the game. ● The main gameplay is through dialogue choices. You do walk around and explore, but the crux of the game is choosing what to say and how to act. <ul style="list-style-type: none"> ○ These decisions do affect the outcome of the game. ● The game has optional collectables. <ul style="list-style-type: none"> ○ Symbols will increase the Robed Figure's scarf which will let the player jump further. <ul style="list-style-type: none"> ■ These help with gameplay, but there is no need to go out of our way to find all of these. ○ Ancient Glyphs add to the lore. <ul style="list-style-type: none"> ■ Not necessary for this lesson. ● Students will fill out the accompanying graphic organizer. <ul style="list-style-type: none"> ○ 1) Fill in the following chart based on The Hero's Journey. Take notes while the class plays through <i>Life is Strange 2: Chapter 1</i>. Which parts/scenes in the game resemble the different stages of The Hero's Journey? Remember that The Hero's Journey does not need to include all seventeen stages. ● Have students answer the following questions after completing the game and filling out the graphic organizer. <ul style="list-style-type: none"> ○ 2) Most heroes return from their journey having learned a lesson. Sean and Daniel have not returned home yet, but that does not mean they haven't learned anything. What lesson do you think was learned by playing the game <i>Life is Strange 2: Episode 1</i>? What is the moral of the story? ○ 3) There are different types of heroes. Circle the definition that best suits the story being told in <i>Life is Strange 2: Episode 1</i>. <ul style="list-style-type: none"> ■ Hero - In mythology a mighty warrior who is often the son of a god or king and goes on an epic quest ■ Hero (2) - Main character of a story who often displays admirable qualities ■ Anti-hero - Main character of a story who is flawed in some way and often does not display admirable qualities ■ Tragic hero - Main character of a tragedy whose tragic flaw leads to his or her destruction ■ Byronic hero - Rebellious main character who has a troubled past and indulges in self destructive behaviors that threaten to doom him or her. ○ 4) Why did you choose this definition? ○ 5) Chapter one ends with Sean and Daniel continuing their journey on a bus. Make a prediction. Where do you think the story will go from here? ● Move on to Wrap-Up



CHECK FOR UNDERSTANDING #2	<ul style="list-style-type: none"> ● Circulate as students play and make sure that they understand what is going on in the game. ● Ask the class if they have any clarifying questions about this specific event.
WRAP-UP AND FINAL ASSESSMENT #3 (15 min)	<ul style="list-style-type: none"> ● Answer the final questions together as a class. Give students 10 minutes to write silently and then come back together to have a class discussion. ● Aim: Is Sean Diaz from <i>Life is Strange 2</i> a hero? ● Show students the two definitions of hero. <ul style="list-style-type: none"> ○ Here are two famous definitions of “hero.” The first is from Christopher Reeve, an actor famous for portraying Superman in multiple films. The second from Joseph Campbell, an American mythological researcher, wrote a famous book entitled <i>The Hero with a Thousand Faces</i>. <ul style="list-style-type: none"> ■ “A hero is an ordinary individual who finds the strength to persevere and endure in spite of overwhelming obstacles.” - Christopher Reeve ■ “A hero is someone who has given his or her life to something bigger than oneself.” - Joseph Campbell ○ 7) Reflect on all of our conversations about what it means to be a hero. Think about which aspects of heroism are important for you and write your own definition for “hero.”
DIFFERENTIATION/MULTIPLE POINTS OF ENTRY	<ul style="list-style-type: none"> ● Students will work together as a class so that they can help each other when needed. This can be for content comprehension, or interface comprehension. ● Students will take turns reading the questions out loud as they play.
HOMEWORK (if applicable)	<ul style="list-style-type: none"> ● No Homework
Common Core Standards	<p>CCSS.ELA-LITERACY.CCRA.SL.2 Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.</p> <p>CCSS.ELA-LITERACY.CCRA.SL.1 Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others' ideas and expressing their own clearly and persuasively.</p> <p>CCSS.ELA-LITERACY.RL.6.2 Determine a theme or central idea of a text and how it is conveyed through particular details; provide a summary of the text distinct from personal opinions or judgments.</p> <p>CCSS.ELA-LITERACY.WHST.11-12.4</p>

Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience.

CCSS.ELA-LITERACY.RL.11-12.3

Analyze the impact of the author's choices regarding how to develop and relate elements of a story or drama (e.g., where a story is set, how the action is ordered, how the characters are introduced and developed).

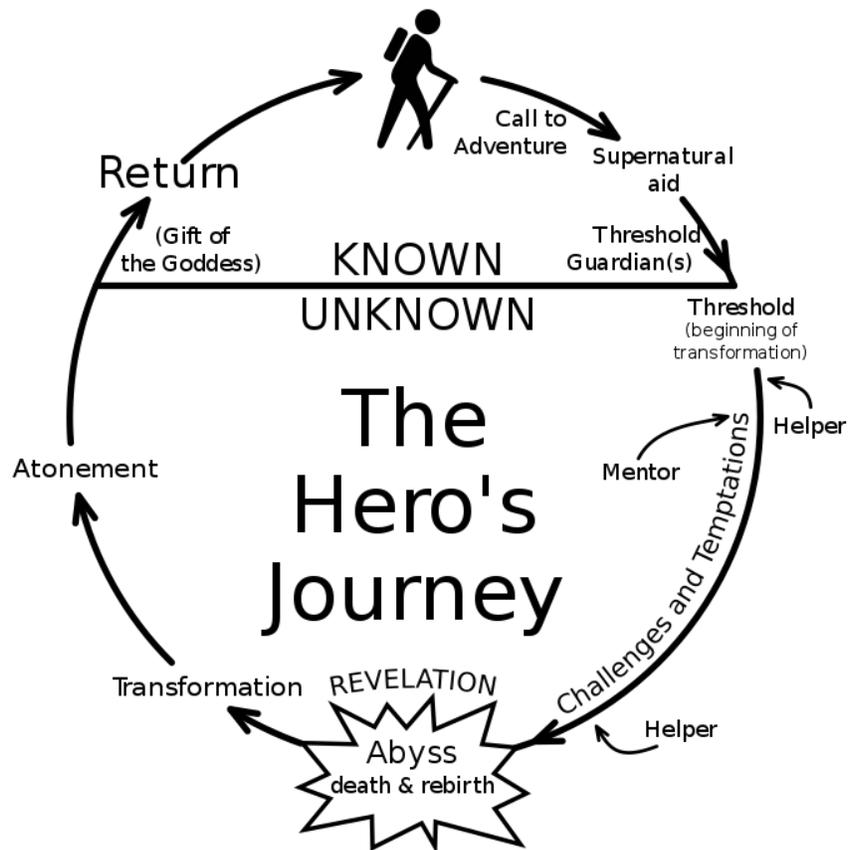


The Hero's Journey

Act	Stage	Definition
1) The Departure	1) The call to adventure	The hero begins in a situation of normality from which some information is received that acts as a call to head off into the unknown.
	2) Refusal of the call	Often when the call is given, the future hero first refuses to heed it. 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.
	3) Supernatural aid	Once the hero has committed to the quest, consciously or unconsciously, his guide and magical helper appears or becomes known.
	4) Crossing the threshold	This is the point where the hero actually crosses into the field of adventure, leaving the known limits of his world and venturing into an unknown and dangerous realm where the rules and limits are unknown.
	5) Belly of the whale	The belly of the whale represents the final separation from the hero's known world and self. By entering this stage, the person shows willingness to undergo a metamorphosis.
2) The Initiation	6) The road of trials	The road of trials is a series of tests that the hero must undergo to begin the transformation. Eventually the hero will overcome these trials and move on to the next step.
	7) The meeting with the goddess	This is where the hero gains items given to him that will help him in the future.
	8) Woman as temptress	In this step, the hero faces those temptations, often of a physical or pleasurable nature, that may lead him to abandon or stray from his quest, which does not necessarily have to be represented by a woman.
	9) Atonement with the father	In this step the hero must confront and be initiated by whatever holds the ultimate power in his life. This is the center point of the journey. All the previous steps have been moving into this place, all that follow will move out from it.
	10) Apotheosis	This is the point of realization in which a greater understanding is achieved. Armed with this new knowledge and perception, the hero is resolved and ready for the more difficult part of the adventure.
	11) The ultimate boon	The ultimate boon is the achievement of the goal of the quest. It is what the hero went on the journey to get.



3) The Return	12) Refusal of the return	Having found bliss and enlightenment in the other world, the hero may not want to return to the ordinary world to bestow the boon onto his fellow man.
	13) The magic flight	Sometimes the hero must escape with the boon, if it is something that the gods have been jealously guarding. It can be just as adventurous and dangerous returning from the journey as it was to go on it.
	14) Rescue from without	Just as the hero may need guides and assistants to set out on the quest, often he must have powerful guides and rescuers to bring them back to everyday life.
	15) The crossing of the return threshold	The trick in returning is to retain the wisdom gained on the quest, to integrate that wisdom into a human life, and then maybe figure out how to share the wisdom with the rest of the world.
	16) Master of two worlds	It may mean achieving a balance between the material and spiritual. The person has become comfortable and competent in both the inner and outer worlds.
	17) Freedom to live	Mastery leads to freedom from the fear of death, which in turn is the freedom to live. This is sometimes referred to as living in the moment, neither anticipating the future nor regretting the past.



Name: _____



Aim: Is Sean Diaz from *Life is Strange 2* a hero?

Directions: Play *Life is Strange 2* with your classmates and answer the questions below.



1) Fill in the following chart based on The Hero's Journey. Take notes while the class plays through *Life is Strange 2*. Which parts/scenes in the game resemble the different stages of The Hero's Journey? Remember that The Hero's Journey does **not need** to include all seventeen stages.

Act	Stages	Moments from <i>Life is Strange 2: Episode 1</i>
<p>1) The Departure</p>	<p>1) The call to adventure 2) Refusal of the call 3) Supernatural aid 4) Crossing the threshold 5) Belly of the whale</p>	
<p>2) The Initiation</p>	<p>6) The Road of Trials 7) The Meeting with the Goddess 8) Woman as Temptress 9) Atonement with the Father 10) Apotheosis 11) The Ultimate Boon</p>	



3) The Return	12) Refusal of the Return 13) The Magic Flight 14) Rescue from Without 15) The Crossing of the Return Threshold 16) Master of Two Worlds 17) Freedom to Live	
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2) Most heroes return from their journey having learned a lesson. Sean and Daniel have not returned home yet, but that does not mean they haven't learned anything. What lesson do you think was learned by playing the game *Life is Strange 2: Episode 1*? What is the moral of the story?

3) **There are different types of heroes.** Circle the definition that best suits the story being told in *Life is Strange 2: Episode 1*.

Hero - In mythology a mighty warrior who is often the son of a god or king and goes on an epic quest

Hero (2) - Main character of a story who often displays admirable qualities

Anti-hero - Main character of a story who is flawed in some way and often does not display admirable qualities

Tragic hero - Main character of a tragedy whose tragic flaw leads to his or her destruction

Byronic hero - Rebellious main character who has a troubled past and indulges in self destructive behaviors that threaten to doom him or her.



Here are two famous definitions of “hero.” The first is from Christopher Reeve, an actor famous for portraying Superman in multiple films. The second from Joseph Campbell, an American mythological researcher, wrote a famous book entitled *The Hero with a Thousand Faces*.

“A hero is an ordinary individual who finds the strength to persevere and endure in spite of overwhelming obstacles.”

-Christopher Reeve-

“A hero is someone who has given his or her life to something bigger than oneself.”

-Joseph Campbell-

7) Reflect on all of our conversations about what it means to be a hero. Think about which aspects of heroism are important for you and write your own definition for “hero.”