Do Now: What does it mean to be a hero?

Student Responses:

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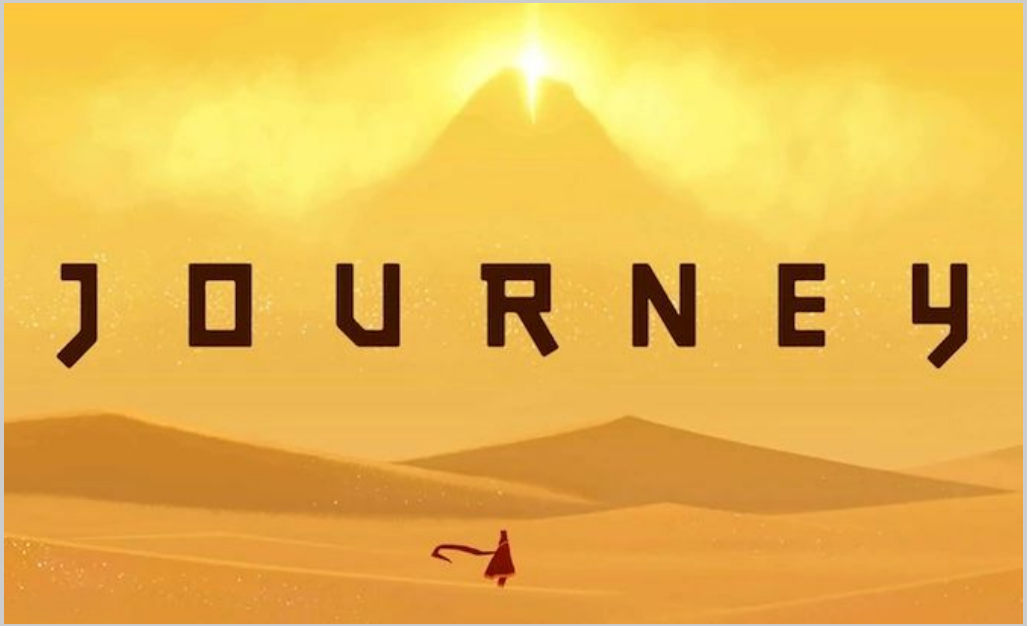
Aim: Should the Robed Figure in *Journey* be considered a hero?



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The Monomyth

In narratives and 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

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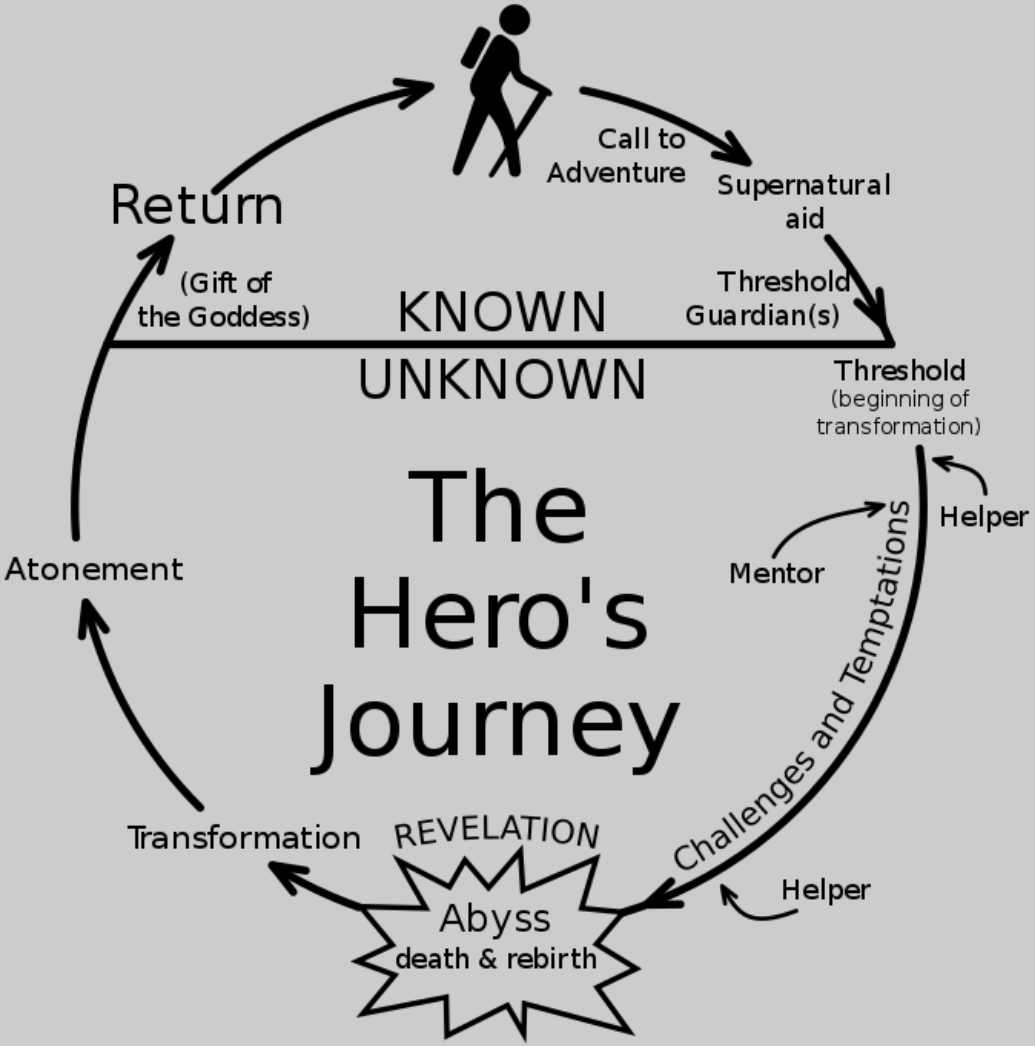

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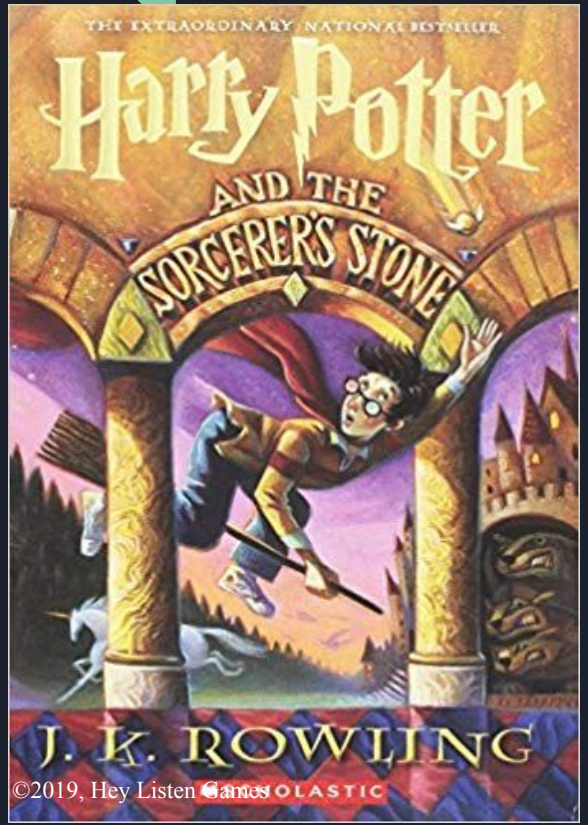
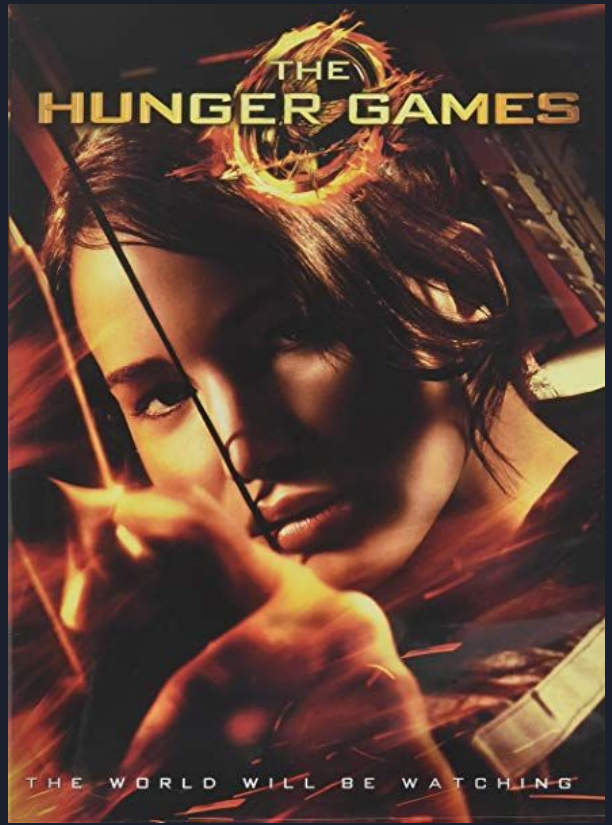
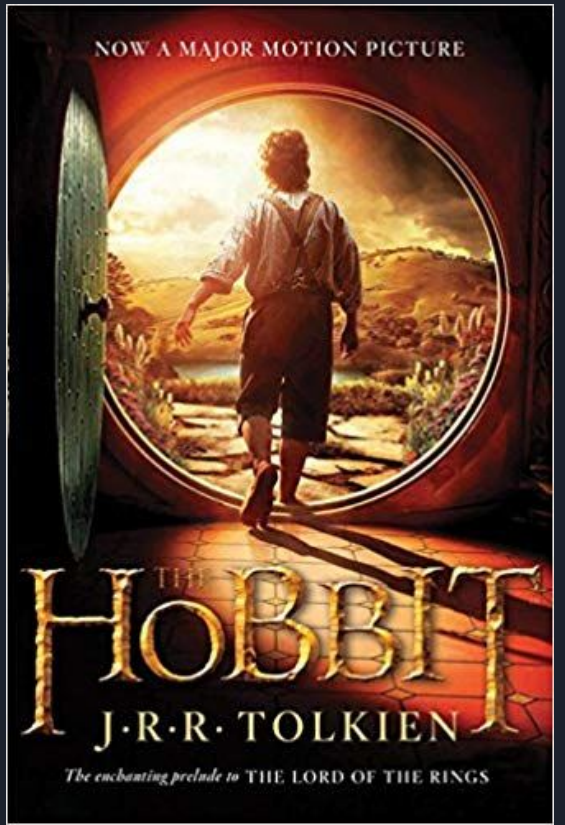
The Hero's Journey can be found across many different mediums and pieces of literature.







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There are 17 stages, separated into 2 acts, in The Hero's Journey.

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.

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.

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There are 17 stages, separated into 2 acts, in The Hero's Journey.

- The *initiation* section begins with the hero then traversing 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.

- The hero must then return to the ordinary world with their reward.

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.

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There are 17 stages, separated into 2 acts, in The Hero's Journey.

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

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.

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In *Journey* The players take the role of a robed figure traveling through a desert towards a large mountain. The player is not given any instructions on how to play the game or what the game's goal is, nor any map of the game's world.

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There is no spoken dialogue besides the chirping call of the player, and the cutscenes are shown without any words. It is up to the player to interpret the storyline of Journey, leading to many theories as to what exactly is taking place.

The Robed Figure will go through many of the stages in The Hero's Journey, but it will be up to you to decide if the Figure is a hero.

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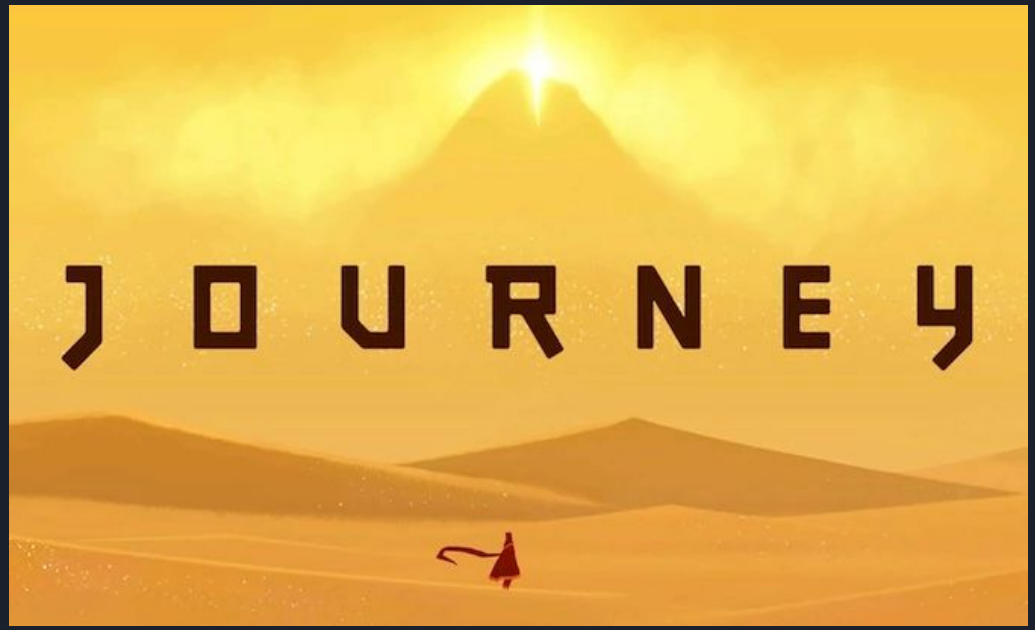
Aim: Should the Robed Figure in *Journey* be considered a hero? Why, or why not?



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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.”

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