

The Writing Process: The Hero's Journey Narrative



Name: _____

Period: _____

Teacher: _____

Outlining Your Hero's Journey

Stages of Hero's Journey	YOUR STORY IDEAS
<p style="text-align: center;">YOUR HERO-</p> <p>What information do you want to share with your reader about your hero character right at the beginning?</p>	<p>HERO'S NAME: _____</p> <p>Characteristic that makes them feel different:</p> <p>Strength:</p> <p>Weakness:</p> <p>Fear:</p>
<p>Where is their ORDINARY WORLD?</p> <p>This needs to be an actual place that you have been (memory, vacation, house)</p>	
<p style="text-align: center;">CALL TO ADVENTURE-</p> <p>What is the PROBLEM <u>and</u> how do they find out there is a problem? It needs to be a problem that will affect many people if not solved.</p> <p>What will happen if they do not solve the problem?</p>	<p>PROBLEM:</p> <p>HOW DO THEY DISCOVER THE PROBLEM:</p> <p>WHAT WILL HAPPEN IF THE PROBLEM ISN'T SOLVED:</p>

<p>What is the QUEST?</p> <p>You have to use the word "quest" in your story.</p>	<p>QUEST:</p> <p>Who will benefit from the completion of the quest?</p>
<p>Who is their MENTOR—the character who tells them their quest and gives them advice on how to overcome the obstacles?</p>	
<p>The mentor needs to give them a SUPERNATURAL AID—an <u>object</u> that will help them on their journey.</p>	<p>Object:</p> <p>What makes it magical?</p>
<p>Who will be their HELPER? How do they know this helper? The helper goes with your hero on the quest.</p>	<p>Name:</p> <p>How do they help on the quest?</p>
<p>THE UNKNOWN- where will they need to go to complete the quest? This must be a place you (the author) have been before so you can describe it. However, this will be new to your hero.</p>	<p>Where is your hero traveling to?</p>

<p>ROAD OF TRIALS #1</p> <p>What is the first obstacle your hero will run into on their journey?</p> <p>This should be a fairly descriptive scene. Remember to use your hero's strengths and weaknesses when planning.</p>	<p>Where will this scene take place?</p> <p>What problem/challenge will your hero run into?</p> <p>How will your hero almost die?</p> <p>How did your hero respond or learn from this challenge?</p>
<p>SUPREME ORDEAL- this is the scene where your hero completes the quest. It should be very descriptive.</p> <p>Make sure to look closely at your quest. What does your hero have to accomplish in this scene to complete the quest?</p>	<p>Where will this scene take place?</p> <p>What problem/challenge will your hero run into?</p> <p>How will your hero almost die?</p> <p>What does your hero walkaway with? (this is needed to complete the quest)</p> <p>How did your hero respond or learn from this challenge?</p>

<p>THE MAGIC FLIGHT- what tiny problem will your hero run into on the way home.</p>	
<p>CONFRONTING THE “FATHER”- your hero needs to return to someone to tell them they completed the quest. Who will that be? This is the person that the completion of your quest helped.</p>	<p>Who will this character be?</p>
<p>MASTER OF TWO WORLDS/RESTORING THE WORLD</p> <p>What happens once your hero gets home?</p> <p>Then have everyone celebrate the hero’s accomplishment. WOOHOO!</p>	<p>How do they celebrate?</p>
<p>Tie up any loose ends so it sounds like your story comes to a close. Perhaps...what happened to the “bad” guys? What is the hero going to do now that the quest is over?</p>	

Narrative Introduction Ideas

****Refer to online writing handbook—slide #15 for examples****

Directions: Pick 3 of the following narrative introduction styles and write an introduction to your hero's journey. Then pick your favorite one (star it) and begin typing your rough draft.

Style:	Example:
Foreshadowing (a hint of something to come)	
Action	
Dialogue	

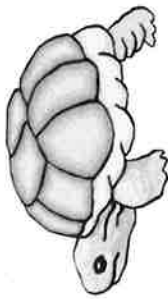
Character Description	
Setting Description	

Slowing Down Time Techniques

Writers can slow down time in a story to let the readers fully experience and live the details of the scene. There are many ways writers can pace their stories.

- Give a moment-by-moment account of the action or scene.
- Describe vivid images.
- Describe the setting to help create the mood.
- Include dialogue.
- Reveal a character's thoughts as the scene unfolds.





Tools to Use When Slowing Down a Scene



Technique	Tools/Ways to Help
Give a moment-by-moment account of the action or scene.	Use the sheet “Transition Words and Phrases That Move Readers Through Time.”
Describe vivid images.	Use the sheet “Seeing and Reseeing.” Use the class list of adjectives.
Describe the setting to help create the mood.	Sketch the setting and label it.
Include dialogue.	Use “Punctuating Dialogue Rules” (see the <i>Editing / lesson</i>).
Reveal a character’s thoughts as the scene unfolds.	Use the “thought shot” technique including the class list of “Thought Shot Starters.”



Transition Words and Phrases That Move Readers Through Time

After	Later that same day
After all of that	Meanwhile
Afterward	Next
Along the way	Not a moment too soon
An hour later	Not long after
As soon as	Now
At last	Once
At that very moment	One day
Before	Shortly after that
Before long	Soon
During all of this	Subsequently
Earlier	Tomorrow
Eventually	Until
Finally	When
Immediately	While
In the meantime	While this was happening
Later	Yesterday
Later on	

Slowing Down Time

Writers can slow down time in a story to let the readers fully experience and live the details of the scene. Read through your story and select one or two sentences that you could expand. Write the sentence(s) in the “Original Sentence(s)” box. Use at least one of the techniques from our chart to rewrite that sentence in the “Slowing Down Time” box.

Original Sentence(s)



Slowing Down Time

Read of Trials

Name: _____ Date: _____

Pacing Moment by Moment

Find a scene in your story that shows some kind of action. Break that scene up into four moment-by-moment snapshots of what happened. Sketch each moment and include a brief description under each frame.

Moment 1	Moment 2	Moment 3
Description	Description	Description



Name: Supreme Ordeal

Date: _____

Pacing Moment by Moment

Find a scene in your story that shows some kind of action. Break that scene up into four moment-by-moment snapshots of what happened. Sketch each moment and include a brief description under each frame.

Moment 1	Moment 2	Moment 3
Description	Description	Description

52

Examples of Seeing and Reseeing

First Attempt	Descriptive Language
blue eyes	<ul style="list-style-type: none">• a dark shade of blue like the deep part of a lake• light blue like the color of a transparent aquamarine gem
sickly looking cat	“a scrawny thing with burrs and bits of wood caught in his hair, where it still has hair, and pus coming out of its eyes and nose”
a car	“It was an old Mercury Cougar parked in their backyard. It didn’t have any wheels and sat on its belly like a cat crouching to catch a bird.”

Name: _____ Date: _____

Seeing and Reseeing

First Attempt	Descriptive Language

14

Punctuating Dialogue Rules

- **Rule 1: Start a new paragraph when a new person speaks.**
- **Rule 2: Quotation marks (“ ”) go before and after spoken words.**
- **Rule 3: Quotes begin with uppercase letters.**
- **Rule 4: Put a comma between the quote and speaker unless there is a ? or an !**
- **Rule 5: Periods and commas always go inside quotation marks.**
- **Rule 6: If a question is part of a quote, the ? goes inside the quotation marks. If a question is part of the main sentence, the ? goes outside the quotation marks. The same rules apply for exclamation points (!).**



Interactive Editing Passage

That evening my mother came into my room. If I ever catch you playing with that kid or over at their house, you will be in big trouble. This is just a friendly warning she said. Why I asked. He's a neighbor and will probably be a friend. You should not be friends with kids who are a danger to themselves and others. I got some courage up and replied That's what I love about him.

As you are finishing your final copy, make sure to edit for the following:

1. Stages of The Hero's Journey

- The Ordinary World
- The Call to Adventure
 - o The Mentor: _____
 - o The Quest
- Entering the Unknown
 - o Supernatural Aid: _____
 - o Ally/Helper/Sidekick: _____

- Road of Trials
- Supreme Ordeal
- The Magic Flight
- Confronting the Father
- Restoring the World

2. Dialogue

Take a look at your dialogue (conversation) between characters. Make sure you followed the rules.

- Begins with a capital letter unless the speaker tag interrupts the sentence.
- All punctuation marks at the end of the quotation go inside the quotation marks.
- Do not put a period at the end of a quotation followed by things like *he said*, *she explained*, etc...
- Make a new paragraph when someone new speaks.

- Avoid using "said" repeatedly.
- Your dialogue actually matters to the story line.

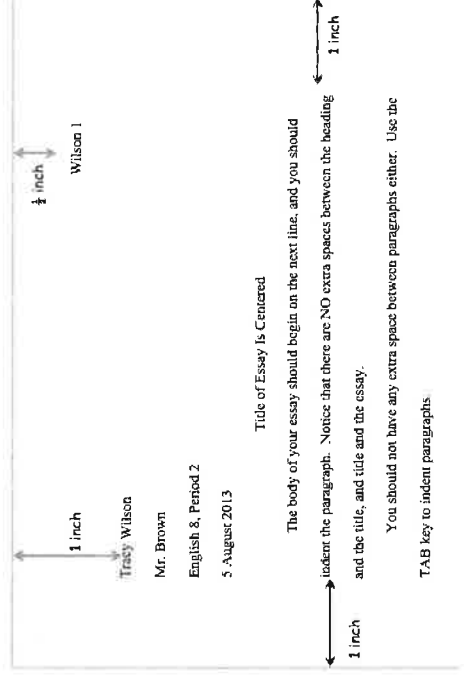
3. Conventions

- Every sentence begins with a capital letter.
- Every sentence ends with a period.
- Every CHARACTER NAME is capitalized.
- I read through my paper looking for typo errors.
- I spelled EVERY word correctly to the best of my ability.

4. Academic Appropriate Formatting (Slide #21):

MLA Formatting Guidelines:

- Times New Roman
- 12 pt. font
- Double-spaced
- Use the "Header" feature for your last name/page number ONLY.
- The title of your story should be centered with no special formatting, such as bold or underlining.
- Indent each paragraph using the TAB key. There should be no extra spaces between paragraphs.



GRADE 6: MODULE 1: UNIT 3 My Hero's Journey Narrative Writing Rubric NAME: _____

	4	3	2	1
Act I Ordinary World Call to Adventure	<p>*You clearly set up a detailed description of both your hero and his/her ordinary world</p> <p>*The Call to Adventure clearly follows the Hero's Journey and ends with the quest</p>	<p>*The reader has a general sense of your hero and the ordinary world. More description may be needed</p> <p>*The Call to Adventure follows the general sense of the Hero's Journey</p>	<p>*You may be missing too much information about your hero and/or the ordinary world</p> <p>*You are missing important information</p>	<p>*Too much information is missing</p>
Act II Road of Trials Supreme Ordeal	<p>*Your character enters the unknown and continues on The Hero's Journey</p> <p>*You have a Road of Trials event that is fully developed</p> <p>*You have a fully developed Supreme Ordeal</p>	<p>*You may need more development in your Road of Trials</p> <p>*You may need to develop your Supreme Ordeal with more action</p> <p>*The overall conflict is clear, but may need to be developed in more depth</p>	<p>*Lack of detail causes story to be missing what is needed to be a hero's journey</p> <p>*Overall conflict is either missing or not clear</p>	<p>*Not enough information to be considered a developed story</p> <p>*You may just have a few events that don't really connect to an overall problem</p>
Act III Magic Flight Confronting the Father Restoring the World	<p>*You bring your hero back home by following all components of Act III in detail</p> <p>*Your story feels like it comes to a close</p>	<p>*You bring your hero back home by following most of the components in Act III</p> <p>*Or you may follow all components, but they aren't fully developed</p>	<p>*Your conclusion is lacking major components of the Hero's Journey</p>	<p>*Your story is not complete</p>
Descriptive Writing Narrative Techniques	<p>*Fabulous use of specific word choice. The reader can see, feel, hear, smell, and/or taste exactly what is happening.</p> <p>*Use of sensory imaging is complete and thoroughly enhances meaning.</p> <p>*Fabulous verbs and precise adjectives were included.</p>	<p>*Very specific word choice and use of sensory imaging throughout. May still need to further <i>show</i> the reader more to enhance meaning.</p> <p>*More active verbs could have been included.</p>	<p>*More than half of your description uses specific word choice. However, you may need to further develop the senses and show the reader more specific details.</p>	<p>*Your writing is still telling the reader, even if you have good word choice.</p>
Pacing	<p>*WOW!! This is very interesting. You included just the right amount of important information and didn't linger on too much about the <i>boring</i> stuff. I really enjoyed reading your entire paper.</p>	<p>*Your paper is fairly interesting overall. There were a couple places where you needed to have a change in time or place to keep the story moving along.</p>	<p>*You linger too long on sections of your story that don't really need development.</p> <p>*You need to start a new paragraph in many places</p>	<p>*No one should be scoring in this section</p>
Conventions	<p>There are very few errors in the paper.</p> <p>*Capitals, periods, commas, etc... are used correctly.</p> <p>*Spelling is accurate.</p> <p>*Dialogue is punctuated correctly throughout the majority of the paper</p> <p>*Grammar usage is consistent and shows control.</p>	<p>*Spelling is correct on simple words, but not always right on the harder words.</p> <p>*May have numerous dialogue punctuation errors</p> <p>*There may be some mistakes on capitals, commas, and grammar that causes a slight distraction while reading your scene</p>	<p>*Spelling may not always be correct even on the simple words</p> <p>*No attempt at correctly punctuating dialogue</p> <p>*There may be a number of mistakes on capitals, commas, and grammar that make the paper difficult to read.</p>	<p>The editing on this paper is not under control yet.</p> <p>*The numerous mistakes make the paper difficult to read and understand.</p> <p>*You are missing capitals, commas, and end punctuation everywhere.</p>

TOTAL POINTS= _____ OUT OF 24

18

Turn in Day Checklist

1. Print:

- a. Follow the directions on the board to print.

2. Stages of The Hero's Journey

Read through your paper slowly. Annotate for the following (this means you are showing me where it is at in your story):

- The Ordinary World
- The Call to Adventure
 - The Mentor: _____
 - The Quest
- Entering the Unknown
 - Supernatural Aid: _____
 - Ally/Helper/Sidekick: _____
- Road of Trials
- Supreme Ordeal
- The Magic Flight
- Confronting the Father
- Restoring the World