

**Day 32**



# FYI:

- ▶ On Day 34 (Fri/Mon), we'll have a test on *The Odyssey* unit. I'll give you a study guide next class but anything we've done since *The Boy in the Black Suit* is fair game.



# Term of the Day

- ▶ **Hubris:** by modern standards, this means excessive pride or self-confidence.
  - In Greek mythology it is often when a human goes beyond his or her limits (Icarus, Arachne)



# Share with your partner

- ▶ -What is your best annotation from p178-199 about one of the subjects/big ideas in *The Odyssey* (from your bookmark)?



# Journal Prep

- ▶ Last time, we discussed similarities Odysseus shares with combat veterans returning from war.
- ▶ Scan through these statements from real-life military veterans. **IN YOUR NOTES SECTION FOR DAY 32**, write down at least 25 words/phrases that stand out to you from these statements.

# Journal

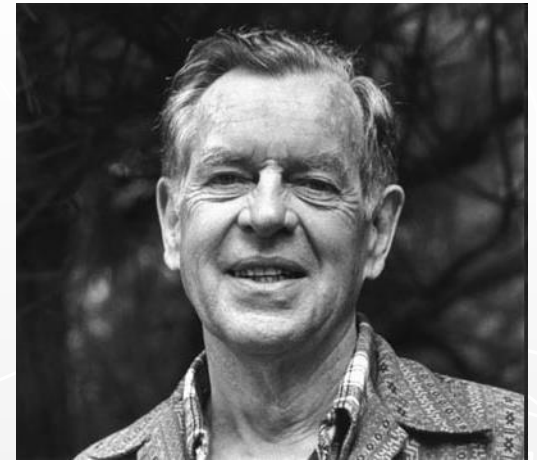
- ▶ Create a “found poem” that shows what it’s like to return from war or experience war.
- ▶ Look over your list. Determine a tone and details that these words share. Cut out bits that don’t fit with that tone.
- ▶ Now move any of the words around as you like and add a few words if needed.
- ▶ Shape the poem. Space words out or putthemtoegher.
- ▶ Find line breaks that work logically (some words you want grouped together and some you might want to have their own line).
- ▶ At the end of the poem, write where the words came from (“Homefires” *New York Times Blog*)

# The Hero's Journey Monomyth



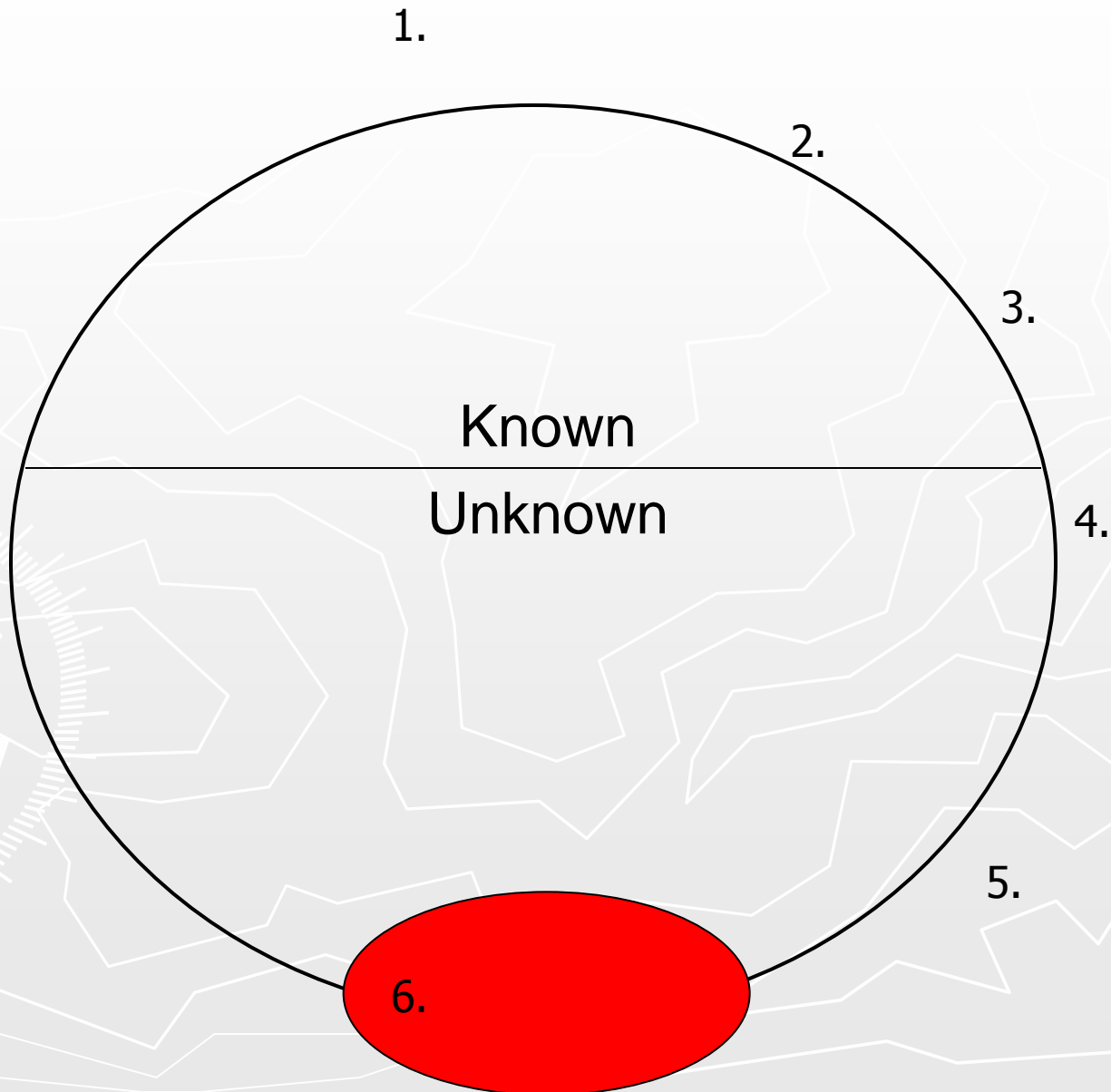
# Joseph Campbell

- ▶ Researched and analyzed the hero's journey.
- ▶ George Lucas used Campbell's pattern in the *Star Wars* Trilogy.
- ▶ His book, *The Hero with 1000 Faces*, analyzes and outlines the heroic journey "monomyth".





# The Heroic Journey Monomyth



# 1. The Ordinary World

- ▶ The hero's **normal life** in a world they know.
- ▶ The hero **doesn't quite "fit in"**



## 2 Call to Adventure & Refusal of the Call



▶ The hero is presented with a **quest**.

▶ The hero may be **reluctant** or may try to refuse the call.

- Fear, duty, feelings of inadequacy, someone's request.



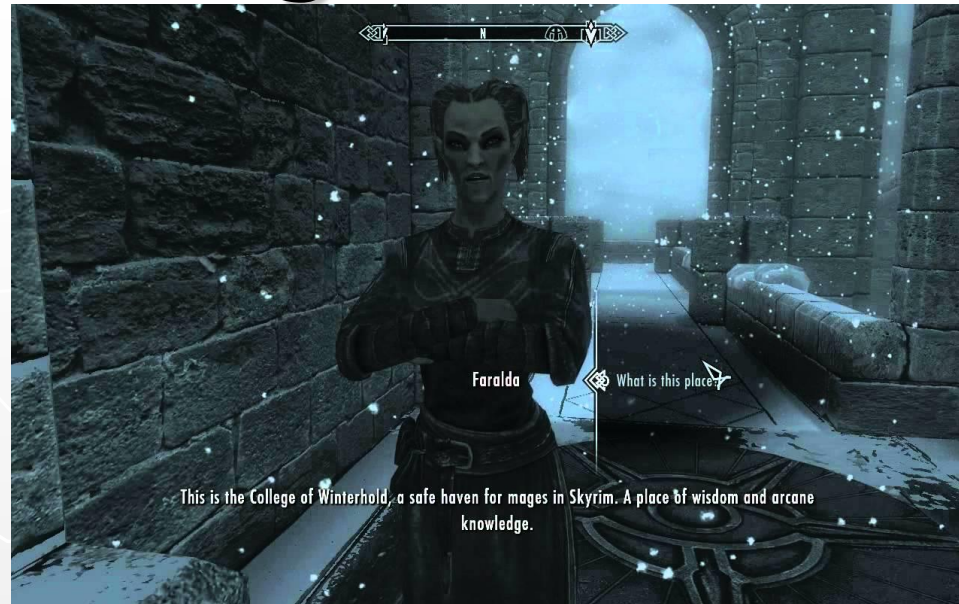
# 3 Allies/Mentors

▶ Individuals who **assist the hero** in their quest.

▶ **Sometimes** it's supernatural aid.



# 4 Crossing the Threshold



- ▶ The hero starts the journey by **stepping into a new and unfamiliar world.**
- ▶ Sometimes there's a "**threshold guardian**" who tries to stop/test the hero.

# 5 Road of Trials

- ▶ A series of **difficult experiences, tests, and temptations.**
- ▶ Sometimes the hero loses.
- ▶ The trials **help the hero grow and learn.**
- ▶ Here, the hero levels up.



# 6 Belly of the Whale



- ▶ The greatest challenge for the hero.
- ▶ Hero must overcome a great fear or issue that holds the hero back.
- ▶ An **emotional low point**. A **symbolic or real death**.
- ▶ If they make it through the low point...they get to step 7.



# 7 The Transformation



- ▶ The hero experiences a **“rebirth”**—a **change in the way he thinks, views life, or acts.**



- ▶ This transformation could be physical, emotional, spiritual, and/or intellectual.



# 8 The Return

- ▶ The hero must **return to everyday life.**
- ▶ Sometimes there is a battle to come back—a “**return threshold.**”
  - ▶ Think “boss battle.”
- ▶ **Sometimes** the hero realizes that **he can't return** and moves on instead.



# 9 The Elixir



- ▶ The hero **returns with treasure** or new knowledge.
- ▶ It's something that **benefits the world.**
- ▶ Sometimes the hero had to get rid of something so the absence that item is the "elixir."

# Order of Steps

- ▶ Be aware that this pattern does not have to follow this order.
- ▶ Steps **may appear “out of order”** (step 4 occurring before step 3, for example) may **repeat** (several thresholds, for example), or even be **skipped** (no refusal, for example).

# Campbell's More-Involved Chart

