Name:	Date	e:	YOUR
	A Hero's Journ	<b>1ey</b>	
<b>Directions:</b> For any story,	answer the following questions		oʻs journey.
	<ol> <li>Ordinary world – What is the hero's wo the beginning of the story?</li> </ol>	rld like at	
12. Return with the elixir – What kno wisdom does the hero bring back with 1	wledge or him or her?	Call to adventure – What happe e hero to take a step into the	V ins to prompt adventure?
II. Resurrection of the hero – What is the final test?		3. Refusal of the call - refuse to go? If s	
	Hero's		ith the mentor – hero gain wisdom?
10. The road back - How does the her attempt to return to his or her normal life	Journey	C (vaccing the first through	old - When door the
9. Reward - What does the hero recei	ve as a reward?	5. Crossing the first thresh hero cross the point of no	return in the story?
		b. Tests, allies, and en the other characters a	emies – How do Ffort the hero?
8. Ordeal – What happens of story reaches a life-or-dea	when the ath point?	THE UNION CHIMINETERS IN	Treet the fiert.
	7. Approach - Does the her	ro try and fail? How when he fails?	
			THE WORLD

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