**Hero’s Journey (the monomyth) Project**

Total 40 points: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Option 2:

**Hero Myth Creative Writing Assignment**

(See reverse of this page)

Option 1:

**Create and deliver** an oral and visual presentation **applying** aspects of Joseph Campbell’s **Monomyth** to a known story or movie including **most** or **all** of the following:

1. The ordinary world
2. The call to adventure
3. Refusal of the call
4. Accepting the call
5. Entering the unknown/crossing the threshold
6. Supernatural aid
7. Guide/mentor
8. Talisman
9. Allies/helpers/companions
10. Abduction
11. Road of trials
12. Dragon battle
13. Ritual death or dismemberment
14. Threshold guardians
15. Meeting the goddess
16. Sacred marriage
17. Atonement with or Recognition by the father
18. Entering the belly of the whale
19. The supreme ordeal
20. Apotheosis/deification
21. Ultimate Boon/Magic Elixir

See definitions/explanations/and examples from the two handouts regarding the Hero’s Journey.

Your presentation should be **no longer than four minutes**.

Grading Rubric:

**Completeness:**

0 1 2 3 4 5 6 7 8 9 10

**Accuracy:**

0 1 2 3 4 5 6 7 8 9 10

**Analysis (Depth of Thought):**

0 1 2 3 4 5 6 7 8 9 10

**Presentation clarity/effectiveness**

**(Option 1):**

0 1 2 3 4 5 6 7 8 9 10

**Writing conventions/organization**

**(Option 2):**

0 1 2 3 4 5 6 7 8 9 10