

A HERO'S JOURNEY STORY STARTER

It's your turn! Follow the instructions to start your own heroic story based on Joseph Campbell's hero's journey model.

Learn more about the hero's journey in our online lesson plan.

INSTRUCTIONS:

- 1. Don't peek at the story on the second page!
- 2. Complete the list of words below. Be creative! There are no right or wrong answers.
- 3. Ask an adult or friend to transfer your words from the list below into the story starter on the next page.

KEY TERMS:

Word	DEFINITION	<u>EXAMPLES</u>		
ADJECTIVE	A DESCRIPTIVE WORD	FAST, BLUE, HAIRY, GIGANTIC		
VERB AN ACTION WORD		RUN, JUMP, EAT, SQUISH		
OCCUPATION A JOB		TEACHER, DOCTOR, PLUMBER, CHEF		

STORY STARTER WORD LIST:

A.	Your hero's name:
В.	A special quality about the hero:
C.	Hero's main goal/desire:
D.	A known setting:
E.	Adjective to describe known setting:
F.	An unknown setting:
G.	Adjective to describe unknown setting:
Н.	A villain's name:
I.	Adjective to describe Villain:
J.	A mentor's name:
K.	A mentor's occupation:
L.	A companion's name:
M.	Verb ending in "-ing", something the companion does:
N.	An adjective to describe the companion:
0	A second adjective to describe the companion:

A HERO'S JOURNEY

Once upo	n a time there v	was a hero, and t	heir name w	vas
The art 1: all to talk a		111		(A. Hero's Name)
They lived in the	(E. Adjective)	land of	(D V	nown Setting)
Everyone in				f
	D. Known Setting)		ause of then	(B. Heroic Characteristic)
			mor	re than anything in the
(A. Hero's N	ame)	(C. Goal / Desire	nioi	e chan any ching in the
				always got in
,	(I. Adject	ive)	(H. Villain)	 , c
their way of achi	eving their dream	1.		
One day,		_, the		, came to them with an
urgent request		asked them to	o journey to	
	(J. Mentor)			(F. Unknown Setting)
to defeat		and		eve Goal/Desire)
				eve Goal/Desire) ded to accept this call
On the fir		rney the hero m	(L. 0	while Companion) as
(M. Ve	rb ending in "-ing")	(L. Compa	nion)	(N. Adjective)
and	The hero	decided to invit	te	along on the
(O. Adjecti	ive)		(L. Con	npanion)
journey.				
		(F. U	nknown Setting	
		n was completely	different fr	om
` .	ljective) g was going accor	ding to plan whe	en suddenly	
11				(H. Villain)
appeared!	(A Hero)	and	ompanion)	leapt into action and
			ompamon <i>j</i>	
	Now it's vo	ur turn to fini	ish the stor	 rv!
Evplore vous base's				m ratura hamal Cantinua

Explore your hero's tests and trials, win the climactic battle, and help them return home! Continue your hero's journey with a short story, comic, video, song, or any other creative outlet that speaks to you and your story.

❖ Share what you've created! Submit your stories to education@mopop.org and tag us on social media at #MoPOPDontStop.