

THE HERO'S JOURNEY

MATCH-UP ACTIVITY



Read the following descriptions of the 12 stages in the hero's journey and match the correct name of each segment.

The Return	The Reward	Crossing the Threshold
Tests, Allies & Enemies	Accepting the Call	The Ordinary World
The Call to Adventure	Growth or Atonement	The Supreme Ordeal
The Road Back	The Approach	The Mentor & the Talisman

- 1

The hero exists in a world considered ordinary or uneventful by those who live there. The protagonist is outcast in their every day life and considered odd by the rest of society.
- 2

The hero is called away and removed from the ordinary world. Usually there is a discovery, event, problem or danger that spurs them on their journey. Adventure awaits them.
- 3

The hero is given a task or quest which only they can complete. They are faced with a choice to either accept the task or refuse it. Of course, they eventually accept the adventure.
- 4

The hero meets a mentor who exhibits special skills, powers or wisdom. They give them a talisman - this might be a magical object, training, insight or advice that they need to succeed.
- 5

The hero leaves the ordinary world and enters an environment they've never experienced before. This new world has its own rules and the hero must learn to adapt if they want to survive.



6



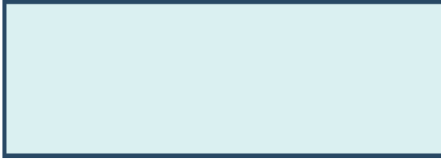
The hero is faced with a series of challenges to overcome. This makes them stronger and wiser. They may come across enemies or meet other characters who become helpful companions.

7



This is the lead up to the final battle, also called the supreme ordeal. In this stage, the hero is confronted with something that motivates them or prepares them to complete the final task.

8



Prepared with the skills and knowledge they've acquired, the hero overcomes their biggest obstacle. The tension is relieved but they usually lose something important to them.

9



There is usually some kind of reward that awaits the hero for showing strength and endurance through the supreme ordeal. This could be treasure, love, information or admiration.

10



The hero decides it's time to return home to the ordinary world. They understand they've accomplished a great feat but they still might face further troubles or obstacles.

11



The hero has learnt important lessons through their experience and now uses this newfound wisdom and strength to confront whatever holds the ultimate power in their life in one final test.

12



The hero has proved themselves worthy and achieved victory which is life-changing. They return with an object or ability that allows them to finally gain acceptance in the ordinary world.



X



X

