Assignments to Review:

* Archetypes & The Quest (Sept. 20, 2017)
* Theseus Myth & The Hero Profile (Sept. 21, 2017)
* Jason’s Quest and Profile Activity (Sept. 22, 2017)

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 An archetype is a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ found in characters, plots, symbols, and settings. They are \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, meaning they were not invented. Archetypes that are ingrained in our minds even before birth are called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. Ideas that are found all over the world and vary slightly are called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

 **Archetypal Characters**

* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Seeks the \_\_\_\_\_\_\_\_\_\_.
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Overcomes \_\_\_\_\_\_\_\_\_\_\_\_\_ and saves the day.
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Best known in \_\_\_\_\_\_\_\_\_, but can represent any kind of love.
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Protects against\_\_\_\_\_\_\_\_\_\_\_ and brings justice.
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Is usually blamed for any wrongdoing
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Separated from \_\_\_\_\_\_\_\_\_, usually damaged or impaired in some way.
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Normally female, this character uses a male character’s \_\_\_\_\_\_\_ to destroy him.
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ A nurturing, feminine force of nature.
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Often unidentified, a \_\_\_\_\_\_\_\_\_\_\_\_ inspiration.
* There are many kinds of archetypal characters, but these are the most common.

**Heroic Journey Archetype**

 There are \_\_\_ stages to the Hero Quest Monomyth, but it can be expanded into \_\_\_.

* 1.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ The hero is called upon by a \_\_\_\_\_\_\_\_\_\_\_\_\_ or external event. The hero may accept willingly or \_\_\_\_\_\_\_\_\_\_\_\_\_\_.
* 2.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Early in the journey, the hero will receive \_\_\_\_\_ and protection from someone, normally a supernatural presence or being.
* 3.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ The hero undergoes an \_\_\_\_\_\_\_\_\_\_\_\_ that signifies the passing from their world to another. There should be a huge contrast between the two worlds, even if the trial isn’t difficult or dangerous.
* 4.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ \_\_\_\_\_\_\_\_\_\_: the hero makes their way through the adventure, facing a series of \_\_\_\_\_\_\_\_\_. These encounters are often violent fights against supernatural beings, important enemies, or nature. These trials prove the hero’s ability to complete their ultimate task.
	+ \_\_\_\_\_\_\_\_\_\_: the hero usually given aid throughout their journey by a \_\_\_\_\_\_\_\_\_. This figure serves the hero loyally throughout their tasks.
* 5.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ This stage can also be referred to as the \_\_\_\_\_\_\_\_\_. This is the highest point in the hero’s adventure, where they face off against their arch enemy. This stage usually acts as the resolution of the story.
* 6.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ After completing their task, the hero leaves the world of adventure to return home. If the hero has angered their enemy, their flight may be quick.
* 7.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ The hero comes back home. This stage is usually shown by exiting a world of darkness to enter a world of light.
* 8.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ The thing that the hero has acquired on their quest is put to use.

**Archetypal Situations**

* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ The hero tries to fulfill their destiny or find their identity
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Death and \_\_\_\_\_\_\_\_
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Coming of age, normally a \_\_\_\_\_\_ of passage
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ An event that marks a loss of \_\_\_\_\_\_\_\_\_\_\_\_\_
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ A voluntary loss

Archetypes can also take the form of symbols. Some of the most popular archetypal symbols are serpents being evil or corruptive, gardens being seen as a paradise, and colours representing feelings or values (red=violence, passion, love, etc.).

**The Profile of a Hero**

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| **Characteristics:**-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-Strong in body-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | **Archetypal Pattern of a Hero’s Life:**-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_-\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |