Year 9 English
Hero's Journey Assessment 2024

TOPIC: Growing and Changing – The Hero's Journey	**GRADE:** A - E

SUBMISSION REQUIREMENTS: Students are to complete the task and submit via Canvas by **Thursday 27th June 2024 - Week 9** <u>BEFORE</u> **9am**

A maximum of 1 draft per student may be submitted prior to the assessment task due date**. No feedback will be provided after Thursday 20th June, 2024.**

OUTCOMES TO BE ASSESSED:
EN5-URC-01: **investigates** and **explains** ways of valuing texts and the relationships between
EN5-ECB-01: **uses** processes of planning, monitoring, revising and **reflecting** to purposefully develop and refine composition of texts

DIRECTIONAL VERBS:
Investigate: to examine something carefully
Explain: Relate cause and effect; make the relationships between things evident; provide why and/or how
Use: employ, to put into practice
Reflect: examine and consider choices made in the process of composition in order to assess the connection between learning and thinking

TASK DESCRIPTION:
Penguin Publishing are holding a creative writing competition where young writers can be published. Students will create a new tale that conforms to The Hero's Journey structure, aimed at teenagers. Each student will be given the opportunity to present their Hero's Journey pitch to a Penguin Publishing representative for 3 minutes.

Students will compose a <u>pitch transcript</u> of 500-words for a new Hero's Journey text. Students will analyse and **explain** how their story fits with Christopher Vogler's Hero's Journey structure.

ASSESSMENT CRITERIA:

What is 'The Hero's Journey?':

Christopher Volger revised and simplified Joseph Campbell's concept of 'The Hero's Journey', a well-known narrative structure prevalent in storytelling throughout history. These stories usually deal with notions of challenge, growth and change.

You will need to compose a new story that fits with Christopher Vogler's version of The Hero's Journey, as seen below:

1. THE ORDINARY WORLD. We see the hero's normal life at the start of the story before the adventure begins.
2. THE CALL TO ADVENTURE. The hero is faced with an event, conflict, problem, or challenge that makes them begin their adventure.
3. REFUSAL OF THE CALL. The hero initially refuses the adventure because of hesitation, fears, insecurity, or any other number of issues. Alternately, another character may express the uncertainty and danger ahead.
4. MEETING WITH THE MENTOR. The hero comes across a seasoned traveller of the worlds who gives him or her training, equipment, or advice that will help on the journey. Or the hero reaches within to a source of courage and wisdom.
5. CROSSING THE THRESHOLD. The hero commits to leaving the Ordinary World and entering a new region or condition with unfamiliar rules and values.
6. TESTS, ALLIES AND ENEMIES. The hero learns the rules of the new world and endures tests, meets friends, and comes face-to-face with enemies.
7. APPROACH. The hero and newfound allies prepare for the major challenge in the Special world. The initial plan to take on the central conflict begins, but setbacks occur that cause the hero to try a new approach or adopt new ideas.
8. THE ORDEAL. Things go wrong and added conflict is introduced. The hero experiences more difficult hurdles and obstacles, some of which may lead to a life crisis.
9. THE REWARD. After surviving The Ordeal, the hero seizes the treasure — a reward that they've earned that allows them to take on the biggest conflict. It may be a physical item like a sword or piece of knowledge or wisdom that will help them persevere.
10. THE ROAD BACK. About three-fourths of the way through the story, the hero is driven to complete the adventure, leaving the Special World to be sure the treasure is brought home. Often a chase scene signals the urgency and danger of the mission.
11. THE RESURRECTION. The climax. The hero faces a final test, using everything they have learned to take on the conflict once and for all.
12. RETURN WITH THE ELIXIR. The hero returns home or continues the journey, bearing some element of the treasure that has the power to transform the world as the hero has been transformed.

How do I compose my own Hero's Journey tale?

To create a new story, you need to use your imagination. Draw inspiration from the texts studied during class time to build your own characters, complications, and resolutions. Then, **investigate** whether the story idea you have will fit into Vogler's version of The Hero's Journey by completing the scaffolds attached to this assessment. (See the above Hero's Journey checklist, and the *optional* worksheet on the back page).
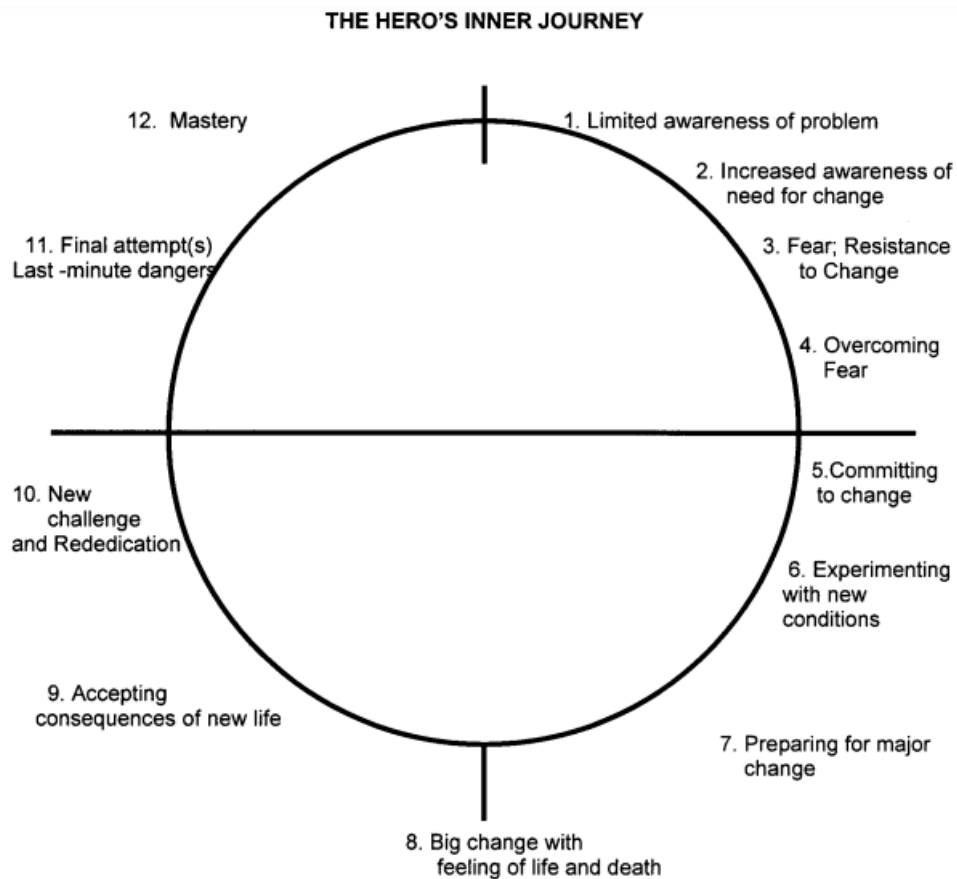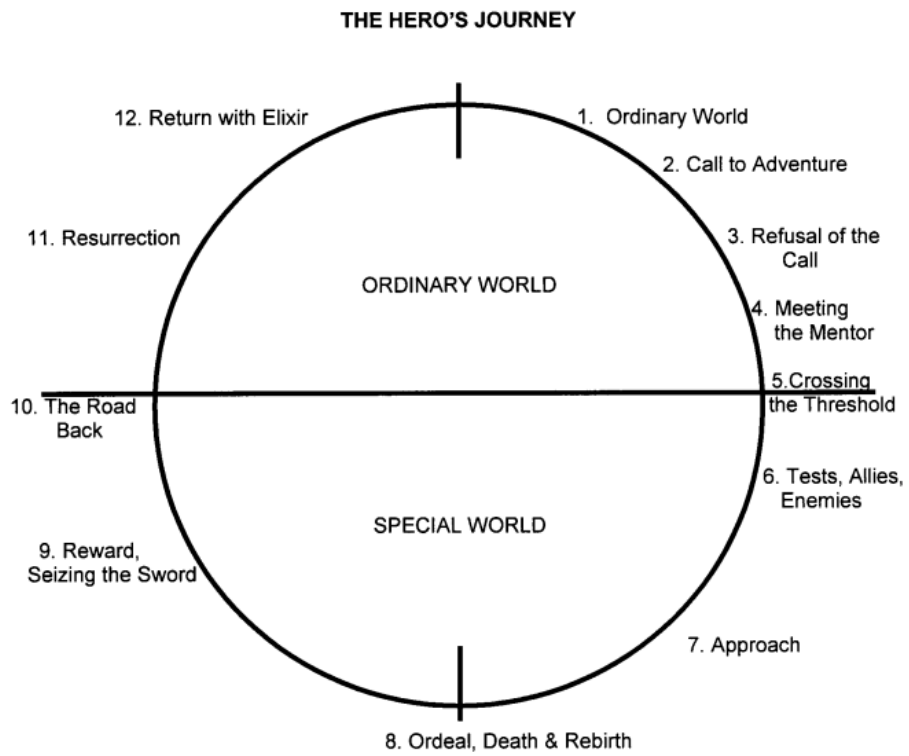
How do I write a 500-word pitch?

Written pitches must be short, easy to read, and consistent. This isn't the document that you want to be overly creative, decorative, or busy with — it's all about meeting the criteria, showing off your story, and characters. A pitch also needs to use persuasive language to communicate your ideas to your audience, so that they are more likely to choose your story over someone else's. Revise your understanding of the following persuasive techniques to assist you in meeting the criteria; rhetorical questions, high modality, emotive language, and repetition.

The following structural checklist will guide you in building your pitch:

- An opening sentence to hook your audience's attention. (10 words)
- A short introduction to your character's problems and how they become changed by their experiences. (80 words)
- Outline the ways that your story idea fits into Vogler's version of 'The Hero's Journey' and why it will appeal to a young/teenage audience. (300 words)
- **Explain** how you drew inspiration from The Hero's Journey texts studied in class. (100 words)
- Persuasive finish: Why should your story be chosen over someone else's? (10 words)

ASSESSMENT MARKING CRITERIA	Grade
Composes an outstanding pitch that **uses** The Hero's Journey structure, is appropriate for a young audience, makes excellent connections between Christopher Vogler's version of The Hero's Journey structure and their creative choices. *The pitch reflects a strong understanding of persuasive language and narrative structure and shows a deep understanding of the concepts of character development.* ***Explains*** *in consistent detail how they have transferred their understanding of values and expected character growth in The Hero's Journey structure learned in class to their own writing.* ***Reflects*** *on the effectiveness of these choices in achieving their intended purpose and engaging the intended audience. There is sophisticated control of language appropriate to purpose, context and audience.*	**A**
Composes an effective pitch that **uses** The Hero's Journey structure, is appropriate for a young audience, makes clear connections between Christopher Vogler's version of The Hero's Journey structure and their creative choices. *The pitch reflects a clear understanding of persuasive language and narrative structure and shows a detailed understanding of the concepts of character development.* ***Explains*** *in detail how they have transferred their understanding of values and expected character growth in The Hero's Journey structure learned in class to their own writing. There is some evidence of* ***reflecting*** *on the effectiveness of these choices in achieving their intended purpose and engaging the intended audience. There is well-developed control of language appropriate to purpose, context and audience.*	**B**
Composes a pitch that **uses** The Hero's Journey structure, making adequate connections between Christopher Vogler's version of The Hero's Journey structure and their creative choices. *The pitch reflects persuasive language and narrative structure and shows an understanding of character development. However, some of these changes may lack detail or originality.* ***Explains*** *how they have applied their understanding of values and expected character growth in The Hero's Journey structure learned in class to their own writing. States how these changes achieve their intended purpose and appeal to their intended audience. There is adequate control of language appropriate to purpose, context and audience.*	**C**
Composes a pitch that somewhat **uses** The Hero's Journey structure, making some connections between Christopher Vogler's version of The Hero's Journey structure and their creative choices. *The pitch reflects some persuasive language and narrative structure and shows some understanding of character development. These may lack detail or originality. Attempts to* ***explain*** *how they have transferred their understanding of values and growth of character to The Hero's Journey structure, with occasional reference to their intended audience and/or purpose. There is a basic control of language.*	**D**
Attempts to compose a pitch that **uses** The Hero's Journey structure, making limited connections between Christopher Vogler's version of The Hero's Journey structure and their creative choices. *The pitch attempts to incorporate some persuasive language and narrative structure but these lack detail, originality and/or are incomplete. Attempts to* ***explain*** *how they have transferred their understanding of values and character development to a new Hero's Journey tale, with little reference to their intended audience and/or purpose. There is limited control of language.*	**E**

Brainstorm:

THE HERO'S JOURNEY

12. Return with Elixir

1. Ordinary World

2. Call to Adventure

11. Resurrection

3. Refusal of the Call

ORDINARY WORLD

4. Meeting the Mentor

5. Crossing the Threshold

10. The Road Back

6. Tests, Allies, Enemies

SPECIAL WORLD

9. Reward, Seizing the Sword

7. Approach

8. Ordeal, Death & Rebirth

THE HERO'S INNER JOURNEY

12. Mastery

1. Limited awareness of problem

2. Increased awareness of need for change

11. Final attempt(s) Last -minute dangers

3. Fear; Resistance to Change

4. Overcoming Fear

5. Committing to change

10. New challenge and Rededication

6. Experimenting with new conditions

9. Accepting consequences of new life

7. Preparing for major change

8. Big change with feeling of life and death

WRITING YOUR OWN
HERO'S JOURNEY

1 The Ordinary World

2 The Call of Adventure

3 Refusal of the Call

4 Meeting the Mentor

5 Crossing the First Threshold

6 Tests, Allies, and Enemies

7 Approach to the Inmost Cave

8 The Ordeal

9 Reward (Seizing the Sword)

10 The Road Back

11 Resurrection

12 Return with the Elixir

ProWritingAid

Example Pitch Transcript: "The Shadow of Destiny"

Hooking Opening Sentence: "In a world where darkness reigns, one hero will rise."

Character Introduction and Transformation:

Mia is an introverted teenager navigating the tumultuous halls of high school, feeling unnoticed. However, her world transforms dramatically upon discovering a mystical amulet, bestowing upon her remarkable abilities. Empowered by this newfound strength, Mia embarks on a transformative journey, confronting the ghosts of her past and unearthing her potential. This thrilling adventure propels Mia into a realm of self-discovery, where she must confront her innermost fears and embrace her destiny.

Outline of Fit with Vogler's Hero's Journey:

Mia's journey closely follows the framework of Vogler's Hero's Journey, a narrative structure that traces the protagonist's transformation through various stages. Initially, Mia's mundane existence is disrupted when she stumbles upon the mysterious amulet, representing her call to adventure. However, rather than embracing this newfound opportunity, Mia grapples with self-doubt, hesitating to accept the responsibilities thrust upon her, thus experiencing the refusal of the call.

Yet, Mia's reluctance is assuaged by the timely intervention of a knowledgeable mentor figure of her Aunt Amy, who imparts invaluable guidance and encouragement. With this mentor's support, Mia musters the courage to step beyond her comfort zone, symbolised by crossing the threshold and embarking on an adventure to return the amulet to its rightful home. Along the way, Mia encounters a series of trials and tribulations threatening her ability to complete the journey she also befriends an ally in her travelling companion Liam, a farmer's son who has never left his village before. Each encounter further shapes her character and resolve.

Amidst the chaos and uncertainty of her journey, Mia is compelled to confront her innermost fears and insecurities, representing the ordeal stage of her transformation as she must face off against the dark sorcerer who seeks to harness the power of the mystical amulet for nefarious purposes. Through these harrowing experiences, Mia undergoes a profound metamorphosis, shedding her previous self-limiting beliefs and emerging stronger, wiser, and more determined than ever before.

Empowered by her newfound strength and clarity of purpose, Mia returns to her familiar world, having completed the cycle of her Hero's Journey. Armed with the lessons learned and the wisdom gained from her trials, Mia embarks on the final leg of her quest, bringing about a sense of balance and harmony in her once tumultuous world. In this way, Mia's journey exemplifies the timeless themes of self-discovery, resilience, and personal growth inherent in Vogler's Hero's Journey structure, resonating with readers as they witness her transformation unfold.

Inspiration from Studied Texts:

Inspired by classic Hero's Journey narratives like Harry Potter and The Hobbit, Mia's story embodies enduring themes of self-discovery, courage, and redemption. Much like the protagonists in these tales, Mia's journey illustrates the transformative nature of adversity and the inherent capacity for personal growth. As she navigates through challenges and setbacks, Mia discovers that true heroism stems not from external circumstances but from inner strength and resilience. Her narrative serves as a powerful reminder that each individual harbours the potential for greatness, awaiting the courage to unleash it upon the world.

Persuasive Finish: "Join Mia on her epic quest and discover the hero within."