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Finding the hero's journey worksheet

Language arts - 6-8 classes App: Wixie™ or share™ Task you may have heard the history of the twelve trials of Hercules (Hercules) and perhaps even the journey of Odysseus. You may have read or watched Harry Potter and the Wizarding Stone or read comics like Superman or Spider-Man. What do the stories of ancient Greek heroes, wizards, ambushes and super heroes have in common? Although these stories look different, Joseph Campbell's author argues that they are all variations of the same story! In his 1949 book *The Hero with a Thousand Faces*, Campbell outlines the monomyth, or archetypal journey that all these stories follow. In this project you will learn the stages of the journey of the archetypal hero and decide for yourself if the story you are read follows this cycle. Engage start this project by asking your students to intervene a list of characters. Let's know that comic superheroes, movie characters and famous people from history are acceptable options. Have students provide a brief summary of each character so that students who are not familiar with that person or character have some information and context. Discuss the qualities of a hero. What makes them heroic? Their character traits? The things that happen to them? How do they react to these events? All the way up there? Ask students if they can find similarities between the different characters on the list. Introduce to your students the idea of Joseph Campbell's monomyth or the hero. Campbell argues that most great heroes have taken the path of this hero's journey. Campbell's stages fall into three main areas of departure, start and return, which are divided into 17 stages. Discuss the stages you want to use, such as: Invitation to Adventure Waiver of Invitation Supernatural Help/Mentor Crossing the Threshold Path of Trials Trial Death of Mentor Battle with Brother Temptation Road Back Refusal to Return Ultimate Master of Two Worlds Hero Award is prominent in Greek mythology. Choose a character like Hercules, Jason, Odysseus, Perseus or These and show the students through the journey they made identifying the different stages. Many of these characters are mentioned in popular literature and entertainment. As you study the cycle, ask students to ponder these modern relationships. What makes a hero? Then, watch a modern film and work as a class to determine how it follows the monomyth. You can be inspired by completed analyses of films like *Shrek* or start from scratch. Here are some popular choices of different ages and backgrounds. *Star Wars* *Harry Potter* *Wars* *Lion King*, *The Witch*, and *Wardrobe Wreck-go* *Ralph Mulaan* *The Wizard of Oz* *Superman* *Princess* Presented the first part of the cycle and have students identify the main areas of history that show the cycle. You may want to model near-reading strategies while researching a written myth or sample together. Create now that it's time for To practice close reading and identifying the hero's journey in a different story. Give students a list of books they can analyze for the use of monomyth. Give individual students a story, depending on their level of reading and maturity. Here are a few examples at different reading levels, and you can find more titles with an online search like *Hero's Travel Book List*. A *Fold in Time* by Madeline Lennell Engle *Alice* by Lewis Carol *Dragon Wings* by Lawrence Jep Eragon by Christopher Paolini *Harry Potter and the Stone of the Wizard* of J.K. Rowling *Hunger Games* by Suzanne Collins *Mrs Frisbee and the NimH Rats* by Robert O'Brien *Percy Jackson and The Olympians* by Rick Riordan *The Darkness rises* from Susan Cooper *The Golden Compass* by Philip Longman *The Witch and wardrobe* by C. S. Lewis *Lord of the Rings* by J.R.R. Tolkien *The Princess Bride* by William Goldman *The Magician* by L. Frank Baum If you use Wixie, students can use the hero's travel template to determine each stage and identify it using examples from the text. They can add photos, images, and drawings to illustrate the event and record audio to summarize events. In addition to the conversations as they work, let students turn to the first draft as a formative assessment you can use to gauge understanding and monitoring progress. If several students read the same book, they share their work in small literary circles and discuss how they identified the stages. Allow students to edit and edit their work before submitting a second draft. To create the ability to build understanding and creative writing skills, ask students to make a new file in *Sharing* and write journal entries from the character's perspective at each stage of the cycle. Encourage them to draw a scene at the event, including a simple animation on the road if you like, and then record their voice as they share details of events. Share Students post their diary as an *elu* file and share it with a service like *iTunes* or *Dropbox*. If you do not have access to *eReaders*, you can also export work to *PDF* for easy sharing. Ask students to present their findings to the class or partner. You can also let them present their work to another class to teach other students about the hero's journey. Evaluate by evaluating students' ideas as you work to list characters and identify the similarities between them. Create your own rubric for free on *rubric-maker.com* Review students' analyses of the hero's journey to determine their understanding of big ideas as well as your skills in careful reading of text. Have they been able to find a scene or passage specific to each stage of the cycle? If not, did they have a fight, why isn't the stage obvious? Their journal entries will also help you understand and narrative. Resources *Joseph Campbell. The Hero with a Thousand Faces* ISBN: 1577315936 *Christopher Christopher The Writer's Journey: A Mythical Structure for Writers* ISBN: 193290736X *Myth Web: Heroes of History: Thinking What Makes a Hero?* *Matthew Wickler - TED-ED Standards Common Basic State Standards for English Language Arts - 6th Grade Reading: Literature Key Ideas and Details 1.* They cite textual evidence to support the analysis of what is explicitly said in the text, as well as conclusions drawn from the text. 3. Describe how the plot of a particular story or drama develops into a series of episodes, as well as how the characters react or change as the plot moves towards resolution. Key ideas and details 5. Analyze how a sentence, chapter, scene, or stanza fits into the overall structure of the text and contributes to the development of the theme, setting, or plot. Speaking and listening Presentation of knowledge and ideas 5. Include multimedia components (e.g. graphics, images, music, sound) and visual displays in presentations to clarify information. Write text types and targets 3. Write stories to develop real or imagined experiences or events using an effective technique, appropriate descriptive details, and well-structured events. Production and distribution of the written 6. Use of technologies, including the Internet, to create and publish writing, as well as to interact and collaborate with others; demonstrate sufficient knowledge of keyboard skills to write at least three pages in one sitting. *ISTE NETWORKS for Students 2016: 6. Creative communicators* Students communicate clearly and express themselves creatively for different purposes, using platforms, tools, styles, formats and digital media suitable for their purposes. Students: a. choose the right platforms and tools to achieve the desired goals of their creation or communication. b. create original works or responsibly recalibrate or remix digital resources into new creations. c. communicate with complex ideas clearly and efficiently, creating or using different digital objects such as visualizations, models or simulations. d. publishing or presenting content that personalises the message and media for their target audiences. What can your students create? Page 2 To improve in-class learning in the future within these five project goals, use a visual note to build an understanding Combining formative assessment, technology, and differentiated instructions Effective leaders and administrators must take into account learning requirements, teacher expertise, and final needs of students. Expand the concept of a learning environment as more than just a physical space to give students more opportunities for meaningful learning. Basic classroom activities that you can use to bring tolerance to the diversity of young learners. Use technology to take advantage of their passions. Connect with their world, make them experts, and give your voice a platform. Use creative technology tools to create experiences that can be higher levels of thinking. Give students a task that encourages higher-level thinking and the possibility of dumping data is almost nonexistent. Learn how to integrate design thinking into the classroom to help students apply both creative and analytical thinking. Help students develop a sense of I can change the world through design thinking. Transformations that move towards the skills of the 21st century should be unique to any district, school or organizational situation. Help students ask good questions to drive engagement and effective learning. Our classrooms need to engage all of our students and provide them with high-level skills. It can be a challenge to connect with Millennials, these five ideas will help you relate to them and they relate to you. Make the most of your limited time in the computer room. Students become the teacher of building understanding and understanding to provide more time for personalized and group learning Each can take advantage of new technologies to create their own learning videos. If students can use a computer when necessary, as long as necessary, they will learn more and the school becomes focused on learning. New technologies can help turn the traditional study of the author into a student-centered process. Lead by example on the Internet and social media More sites to help you find success in class *rubric Maker* Create custom rubrics for your classroom. *Graphic Organizer Maker* Create custom graphic organizers for your classroom. *Pics4Learning* A curated, copyright-protected image library that is safe and free for education. Education.

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