Name: Block: Date:

The Hero’s Journey – Prewriting Graphic Organizer

|  |  |  |
| --- | --- | --- |
| Hero’s Journey:  12 Steps | Hero’s Journey in FINDING NEMO | Your Hero’s Journey |
| 1.        THE ORDINARY WORLD.  The hero, uneasy, uncomfortable or unaware, is introduced sympathetically so the audience can identify with the situation or dilemma.  The hero is shown against a background of environment, heredity, and personal history.  Some kind of polarity in the hero’s life is pulling in different directions and causing stress. | Setting the Sea; Marlin is excited about his new home waiting for his eggs to hatch, however an eel comes and attacks his home leaving one injured egg; Nemo. |  |
| 2.        THE CALL TO ADVENTURE.  Something shakes up the situation, either from external pressures or from something raising up from deep within, so the hero must face the beginnings of change. | Call to adventure: (A few years later) It is Nemo’s first day of school and his father is very over protective and is scared of the open ocean. This causes Nemo to prove his bravery and go out to a ‘butt’ (boat) off the reef, because of this he is fish napped. |  |
| 3.        REFUSAL OF THE CALL.  The hero feels the fear of the unknown and tries to turn away from the adventure, however briefly.  Alternately, another character may express the uncertainty and danger ahead. | Marlin is in despair and hesitates for a moment to go after the boat because of his fear of the sea. |  |
| 4.        MEETING WITH THE MENTOR.  The hero comes across a seasoned traveler 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. | Exhausted he meets Dory, a forgetful fish, however she can speak whale and read English two advantages that appear later. |  |
| 5.        CROSSING THE THRESHOLD.  At the end of Act One, the hero commits to leaving the Ordinary World and entering a new region or condition with unfamiliar rules and values. | Marlin leaves his comfortable safe zone and swims after Nemo. He continues to follow the boat, even in the wide-open ocean. |  |
| 6.        TESTS, ALLIES AND ENEMIES.  The hero is tested and sorts out allegiances in the Special World. | **Marlin**  Along the way Marlin and Dory encounter many ‘obstacles’ first they meet the Sharks who claim “fish are friends, not food.” Trying to escape them they navigate through an underwater mine field. Marlin begins to realize that Dory is smart when she can remember, but often is brainless.   Crush, the sea turtle, which helps them travel through the currents to get to Nemo.   **Nemo**  Meanwhile the fishes in tank (where Nemo is being held) befriend Nemo and help him to escape; Our Enemy emerges, Darla the niece of the dentist. Nemo is intended as a gift for her, it becomes clear that she will kill him.   **Pelican**  Pelican becomes an ally to both Nemo and Marlin. |  |
| 7.        APPROACH.  The hero and newfound allies prepare for the major challenge in the Special world. | The fish tank friends attempt to save Nemo from Darla by helping him escape. In the efforts he was flushed down the drain, and the Pelican thinks Nemo is dead. |  |
| 8.        THE ORDEAL.  Near the middle of the story, the hero enters a central space in the Special World and confronts death or faces his or her greatest fear.  Out of the moment of death comes a new life. | Marlin has to save Dory form the jellyfish. In the process the jellyfish stings Dory and she almost dies. Marlin Saves her from death. After this they meet the Pelican who knows Nemo and offers to help them; however they get there to find that Nemo is ‘dead.’ Marlin believes Nemo is dead. He tells Dory goodbye and swims away. |  |
| 9.        THE REWARD.  The hero takes possession of the treasure won by facing death.  There may be celebration, but there is also danger of losing the treasure again. | Dory rekindles Marlin’s hope when she finds Nemo Alive! |  |
| 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. | Once they are reunited the group gets caught in a fishing net, which is about to be reeled to the surface. Here Marlin must face his fear and learn to trust and let go of Nemo. Nemo must show that despite his disability he is strong and capable. He alone rallies all the fish to ‘swim down’ and break the net freeing them from harm. Thus creating a ‘reborn’ relationship between Nemo and his father. |  |
| 11.     THE RESURRECTION/ATONEMENT.  At the climax, the hero is severely tested once more on the threshold of home.  He or she is purified by a last sacrifice, another moment of death and rebirth, but on a higher and more complete level.  By the hero’s action, the polarities that were in conflict at the beginning are finally resolved. | Marlin apologizes to Nemo and realizes his faults. Marlin vows to trust Nemo and explains that he learned his lesson. |  |
| 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. | Marlin and Nemo are back at home the story ends with Nemo leaving the reef on a school trip and his father not being over protective or worrying. |  |