

The Journey and The Ordeal

This is a two-part assignment covering the entire middle section of your Hero's Journey.

Part 1: Writing the Mentor Scene

Goal: Write a full scene (1-2 paragraphs) detailing the "Meeting the Mentor" stage (Stage 3) from your plan.

Scene Content: Introduce your Mentor character.
Describe the setting where they meet the hero (it should feel different from the Ordinary World).
Include dialogue where the Mentor gives the hero a specific piece of advice, a gift, or a warning that will be crucial for the challenges ahead.

Part 2: Outlining The Gauntlet and The Ordeal

Goal: Use the graphic organizer below to plan the remaining critical stages of your story.

| Stage | | Name of Event/Character | KeyAction/ Goal | Outcome (Skill Gained or Item Found) |
|------------------------------|--|-------------------------|-----------------|--------------------------------------|
| Challenge 1 (Test/Ally) | The first small obstacle or friend they meet. | | | |
| Challenge 2 (Obstacle/Enemy) | The first time the hero fails or faces a foe. | | | |
| Challenge 3 (Preparation) | The final test before the climax. | | | |
| The ORDEAL (Climax) | The final, biggest confrontation. (Thevillain, the monster, or the dark secret.) | | | |
| The Return/Reward | How does the hero return home? (What reward did they earn? What did they learn?) | | | |

Critical Check-In (Before The Ordeal)

Ensure the challenges in your Gauntlet (Challenges 1, 2, and 3) logically lead to the skills or items needed to survive the ORDEAL

Example:

If the Ordeal requires your hero to sneak past a giant guard, one of your challenges must have been gaining the skill of stealth or finding a disguise.

