



## Congratulations Jaguar Class of 2026!

You are about to embark on a fantastic journey that will take you through “the jungle” and help you emerge a new and better person for having grown wise to the ways of the world.

### [GCS Curriculum Guide Course Description:](#)

English 9 AP Prep is the first course in a sequential program for students who have excelled in eighth grade English/Language Arts and who eventually wish to select Advanced Placement English in their junior and/or senior year. Students may be expected to complete readings and assignments prior to beginning the course.

This summer:

- I. **TASK ONE:** : Familiarize yourself with Joseph Campbell’s *The Hero’s Journey*
  1. ["A Practical Guide to Joseph Campbell’s \*The Hero with a Thousand Faces\*"](#)  
This particular interpretation of Joseph Campbell’s full book on the monomyth is just one of many. Be sure to read the entire page to get an accurate context for Volger’s “Practical Guide.”
  2. [What Makes a Hero Video](#)  
The same steps as above, with the added benefit of graphics and other examples.
  
- II. **TASK TWO:** Apply The Hero’s Journey template to a **nonfiction book** and **complete the attached charts with your observations.**
  1. You may choose a book from this [list](#).  
**Use care and detail when completing the charts because these notes will guide an in-class essay in the first weeks of class.**

**Completed Hero’s Journey worksheets** **are due on Wednesday, August 17th** whether you are assigned to a fall or spring section of class.

You are encouraged to bring a **hard copy of your assignment to your first day of class** in order to help facilitate discussion and prewriting for your essay.

# THE HERO'S JOURNEY

Stages	Describe an Example from the Text	A Quotation Representing this Stage
<p>1. <i>THE ORDINARY WORLD.</i> 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.</p>		
<p>2. <i>THE CALL TO ADVENTURE.</i> Something shakes up the situation, either from external pressures or from something rising up from deep within, so the hero must face the beginnings of change.</p>		
<p>3. <i>REFUSAL OF THE CALL.</i> 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.</p>		
<p>4. <i>MEETING WITH THE MENTOR.</i> 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.</p>		
<p>5. <i>CROSSING THE THRESHOLD.</i> 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.</p>		
<p>6. <i>TESTS, ALLIES AND ENEMIES.</i> The hero is tested and sorts out allegiances in the Special World.</p>		

<p>7. <i>APPROACH.</i> The hero and newfound allies prepare for the major challenge in the Special world.</p>		
<p>8. <i>THE ORDEAL.</i> 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.</p>		
<p>9. <i>THE REWARD.</i> 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.</p>		
<p>10. <i>THE ROAD BACK.</i> 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.</p>		
<p>11. <i>THE RESURRECTION.</i> 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.</p>		
<p>12. <i>RETURN WITH THE ELIXIR.</i> 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.</p>		

# THE HERO'S JOURNEY

Archetypes	Character from the Text	Description/Example from the Text
<p><b>HEROES</b>  <i>Central figures in stories. Everyone is the hero of his or her own myth.</i></p>		
<p><b>SHADOWS</b>  <i>Villains and enemies, perhaps the enemy within. The dark side of the Force, the repressed possibilities of the hero, his or her potential for evil. Can be other kinds of repression, such as repressed grief, anger, frustration or creativity that is dangerous if it doesn't have an outlet.</i></p>		
<p><b>MENTORS</b>  <i>The hero's guide or guiding principles. Yoda, Merlin, a great coach or teacher.</i></p>		
<p><b>HERALD</b>  <i>One who brings the Call to Adventure. Could be a person or an event.</i></p>		
<p><b>THRESHOLD GUARDIANS</b>  <i>The forces that stand in the way at important turning points, including jealous enemies, professional gatekeepers, or your own fears and doubts.</i></p>		
<p><b>SHAPESHIFTERS</b>  <i>In stories, creatures like vampires or werewolves who change shape. In life, the shapeshifter represents change. The way other people (or our perceptions of them) keep changing. The opposite sex, the way people can be two-faced.</i></p>		
<p><b>TRICKSTERS</b>  <i>Clowns and mischief-makers, Bugs Bunny and Daffy Duck, Richard Pryor and Eddie Murphy. Our own mischievous subconscious, urging us to change.</i></p>		
<p><b>ALLIES</b>  <i>Characters who help the hero through the change. Sidekicks, buddies, girlfriends who advise the hero through the transitions of life.</i></p>		