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## **O**DYSSEY TRACKER: THE HERO'S JOURNEY

**DIRECTIONS**: As we read Homer's epic, take note of the stages of the hero's journey through Odysseus' travels. Write the specific action or event from the epic that supports each of the stages.

| The Hero's Journey   | Actions, Events, or Details from the Odyssey |
|--|--|
| 1. The Ordinary World  |  |
| The hero is in their normal world but                            |  |
| feels incomplete or unsatisfied.                                 |  |
|  |  |
|  |  |
|  |  |
| 2 The Call to a January  |  |
| 2. The Call to adventure   |  |
| The catalyst that pushes the hero out of his/her ordinary world. |  |
| of his/her ordinary world.                                       |  |
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|  |  |
|  |  |
| 3. Refusal of the call   |  |
| The hero resists the call, adding                                |  |
| tension and conflict.  |  |
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|  |  |
| 4. Meeting the mentor  |  |
| The mentor encourages the hero and                               |  |
| provides guidance and support.                                   |  |
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|  |  |
|  |  |
| 5. Crossing the Threshold  |  |
| The first moment of departure from                               |  |
| the ordinary world, a step filled with                           |  |
| emotion.   |  |
|  |  |
|  |  |
|  |  |
| 6. Tests, Allies and Enemies                                     |  |
| A series of trials, giving insight into                          |  |
| what lies ahead. The strengths of his                            |  |
| companions are shown.  |  |
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| 7. Approach to the Inmost Cave The hero is ready for the supreme ordeal. This is the start of the action.   |  |
|---|--|
| 8. The Ordeal The hero faces his final fear in a showdown with his nemesis.   |  |
| 9. The Reward (Seizing the Sword)  The hero has defeated his nemesis and claims his rightful prize.   |  |
| 10. The Road Back The consequences of the hero's actions become clear and any unresolved issues reappear.   |  |
| 11. The Resurrection An event that changes the hero in some way and allows a return to his ordinary world.  |  |
| 12. Return with the elixir Loose ends are tied up and the hero's journey is complete. If the hero does not have the elixir, the whole journey must be repeated. |  |

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