

Name:	Learning Target: I can design the archetypes of my narrative.
<b>1. Who is your hero, and what do they <i>want</i> more than anything else?</b>  Think of someone your age (or you!) who has a big goal. What drives them? Is it something real or imagined—like becoming a great artist, defeating a villain, or saving their family?	
<b>2. What challenge or "shadow" stands in their way—and what makes it hard to face?</b>  Is it a person, fear, secret, or obstacle (like doubt, bullies, or a magical curse)? What makes the challenge powerful or dangerous?	
<b>3. Who helps the hero along the way—and what kind of help do they give?</b>  Think of an ally (like a best friend, teammate, talking animal, or classmate). What special skills or support do they bring to the journey?	
<b>4. Who is the mentor, and what wisdom or tool do they share?</b>  Mentors could be a teacher, older sibling, librarian, wizard, coach—even someone from a dream. What advice, power, or object do they offer?	
<b>5. What will the hero learn or change by the end of the journey?</b>  When they return home or complete their mission, how are they different—braver, wiser, more caring? What lesson do they carry back to their world?	