

## 9<sup>th</sup> Honors/Pre AP Summer recommendations

In order to get a jump start on the 1<sup>st</sup> quarter independent novel and the 1<sup>st</sup> semester research report it is strongly suggested you read one of the following novels and fill out the 12 step hero's journey chart (below):

When the Legends Die – Hal Borland (available in the Poly library and ABE Books)

The Princess Bride – William Goldman (available in the Poly library and online)

Sleeping Freshmen Never Lie – David Lubar

In doing so will alleviate some of the rigors of the first quarter, semester, and the work load, giving you more time to manage some of the demands of the other classes you will have and the transition to high school.

This will be the same work assigned in class for 1<sup>st</sup> quarter and semester. Please remember this is an accelerated class, any opportunity to 'get ahead' is strongly encouraged.

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Stages in the Hero's Journey	Application (example from the text- MLA)	Analysis (why is this an example of this stage)
1. Ordinary World	1. Bruce Wayne is riding a train in Gotham City and contemplating the well-being of its citizens (Smith).	Bruce Wayne (while an 'ordinary citizen') still experiences the daily routine of 'ordinary' life.

Please complete the table below as you read. The Final draft will be due typed to turnitin on the date indicated in class.

Stages in the Hero's Journey	Application (text citation-MLA, with page numbers) The Princess Bride, Legends Never Die OR Sleeping Freshman never Lie	Analysis (why is this an example of this stage)
<b>1. Ordinary World</b> –the Hero's home. A safe haven he must leave to start the journey		
<b>2. Call to Adventure</b> -A challenge or quest presented to the Hero that disrupts his comfortable life.		
<b>3. Refusal of the Call</b> -The Hero might initially reject the call because he is scared, hesitant or doesn't want his life disrupted.		

<p><b>4. Meeting with Mentor</b>-The mentor may be a person or physical object, like a book. He give the Hero advice and confidence</p>		
<p><b>5. Crossing the First Threshold</b>-This signifies that the Hero is starting the journey and moving from the Ordinary World to the Special World</p>		
<p><b>6. Tests, Allies, Enemies</b>-In the Special World, the Hero experiences tests of courage, meets Allies who help him, and discovers Enemies who hinder him.</p>		
<p><b>7. Approach to the Inmost Cave</b>- This is the preparation for the main battle, or Ordeal. The Hero might train, review battle plans, or meet with Allies.</p>		
<p><b>8. Ordeal</b>-This is the central life or death crisis of the journey. The Hero might experience “death” and later be reborn.</p>		
<p><b>9. Getting the Reward</b>-The reward might be a lesson, an object, or the ‘Elixir.’ He might steal it or be given it.</p>		
<p><b>10. The Road Back</b>-The Hero must start his journey back to the Ordinary World. There is usually an event that pushes him back.</p>		
<p><b>11. Resurrection</b> –The Hero has one last Ordeal that proves he can take the lessons learned in the Special World back into the Ordinary World. This might be the final blow in a battle.</p>		
<p><b>12. Return with the Elixir</b>-This is the very final and ultimate reward the Hero experiences and takes to the Ordinary World. It might be a lesson, an object, or an experience.</p>		