



English II: Reading: Module 3: Lesson 2: Section 6: Your Turn

Archetypes/Motifs and Plot in Drama

Using Archetypes

Instructions: Use this graphic organizer to create two archetypal characters, sketch out a plot, and decide what motif will advance your plot. Use the spaces provided in the fields to enter your answers. You will then use the information to write a short scene between your characters.



Source: Wicked Poster, ZakVTA, Flickr



Source: obi-wan-kenobi, William cromar, Flickr



Source: p14, cmostell, Flickr

1. Create at least two characters. One character needs to be a hero. In the first column, give your character a name. In the second column, record which archetype represents your character. In the third column, list the characteristics of your character that are representative of that archetype. In the fourth column, name an example from literature (or movies or television) that typifies that character. An example has been provided.

Name	Archetype	Characteristics	Example from Literature
Bugs Bunny	Trickster	Uses jokes and tricks to escape from trouble	Gollum from <i>The Lord of The Rings</i>

2. Choose a plot archetype to shape your character's actions. Choose from the hero's journey, rags to riches, journey to the underworld, or overcoming the monster. Then, answer the questions that follow.

Plot Archetype:



The Ordinary World: Describe the ordinary world your character lives in. Think about Luke's life on Tatooine or Harry's life with his aunt and uncle. What does your hero or heroine want?

Call to Adventure: What happens that sets the hero or heroine off on an adventure? Who or what delivers the call? What does this character set out to accomplish? Is there a villain to defeat? Think of Eliza Doolittle wanting to act like a duchess or Hagrid taking Harry to Hogwarts to be trained as a wizard (and to learn how to defeat Lord Voldemort, hopefully).



The Special World: Describe the new world your hero or heroine encounters and how it differs from home. Are there any special rules that must be followed? (Think of the alien worlds and beings Luke encounters in the Star Wars movies.) Who mentors your character on how to navigate this new world? (Think of Haymitch and how he trains Katniss in *The Hunger Games*.)

Allies and Enemies: Does your hero or heroine make helpful friends or mortal enemies who want to support or sabotage the adventure? (In the Star Wars movies, Han Solo becomes Luke's ally, and Jabba the Hutt is definitely an enemy.) What happens?



Defeating the Shadow: How does your hero or heroine complete the task? (Think of Luke blowing up the Death Star in *Star Wars Episode IV: A New Hope* or Dorothy and her friends meeting the Great and Powerful Oz).

Return to the Ordinary World: How does your hero or heroine return home? What is learned that makes it easier for him or her to live in the ordinary world? (In *The Wizard of Oz*, Dorothy learns that she can rely on herself to solve her own problems.)

3. Choose a motif. A motif is a recurring element in a work of literature that symbolizes something else. As we discussed in the lesson, the motif of disguise in Shakespeare's *Twelfth Night* symbolizes the idea that love is nothing but trouble.

In this play, the motif _____ means _____.

Now, in the space provided on the next page, use all of the above information to write a scene between your two characters. Who knows? Maybe you'll enjoy yourself and decide to write an entire play!

