

## The Hero's Journey

- 12 stages
- archetype → Character/story that repeats throughout ages/across cultures

Tangled  
Secret of the Honeybees  
Romeo & Juliet  
Matilda Hunger Games

Wizard of Oz  
Cinderella  
Finding Nemo

## FINDING NEMO

- 1) Status quo: Marlin is overbearing
- 2) The call: Nemo gets captured by diver.
- 3) The refusal: Marlin is terrified to leave the reef.
- 4) Meeting the mentor: Marlin meets ~~Marlin~~ Dory.
- 5) Crossing the threshold: leaves reef → goes to open ocean
- 6) Tests


- School of <sup>glow fish</sup> fish	- Sharks	- Jellyfish
-bombs. fish	- Turtles	- Bruce
- jellyfish	- Nigel	- Seagulls
- trench	- whale	- Glowfish
- EAC		- crabs
- 7) The approach → get from ocean → Dentist's office
- 8) The ordeal: Darla is in office, has Nemo in bag; Nemo is playing dead
- 9) The reward — realization that he shouldn't be so hard on Nemo
- 10) The road back: go back to ocean, swim home
- 11) Death/resurrection: Nemo/Dory get caught in net; the fish have to swim down — they break net & escape
- 12) Return w/ the Elixir: Marlin, Nemo & Dory go home; Marlin has learned lesson.