

Finding NemoThe Hero's Journey

Ordinary World The hero's normal world before the story begins	Marlin and Coral live in a sea anemone and are waiting for their 400 eggs to hatch. A shark eats Coral, and all of the eggs, except one, which becomes Nemo. Marlin becomes scared of everything and worries about Nemo. Nemo has a "lucky fin", which is damaged. Because of his fin, he can't swim well.
Call to Adventure The hero is presented with a problem, challenge or adventure to undertake	Nemo is caught by the men in the boat and Marlin has to get him back.
Refusal of the Call The hero refuses the challenge or journey, usually out of fear	Marlin is afraid of the sea, the boat (the kids call it the butt) and the drop off, but he has to save Nemo, so he goes.
Meeting with the Mentor The hero meets a mentor to gain confidence, advice or training to face the adventure	The mentor is Dory. She is a "trickster" mentor. She teaches Marlin through humor. Marlin needs to learn how to not be afraid. He also needs to learn how to let go and believe.
Crossing the First Threshold The hero crosses the gateway that separates the ordinary world from the special world	He swims after the boat. He is in the open ocean and he hasn't done this since his wife was eaten by the shark.
Tests, Allies, Enemies The hero faces tests, meets allies, confronts enemies and learns the rules of the Special World.	The Sharks at the meeting where they're trying to stop eating fish - sharks are enemies who say they're friends. Dory - Friend that gets in the way; kind of smart and kind of stupid Crush - the turtle helps travel through the current; showed him your kids have a way to come back without your help The Fish - that make the pictures Darla - threatens Nemo The Whale - the whale is a test - Dory tells Marlin to "just let go" and "just keep swimming". When Marlin lets go, they get blown out the spout and things work out.

Approach The hero has hit setbacks during tests & may need to reorganize his helpers or rekindle morale with mentor's rally cry. Stakes heightened.	Nemo does this when he has to get out or go with Darla. Maybe Marlin when he tells Dory to go away.
Ordeal The biggest life or death crisis – the hero faces his greatest fear & only through "death" can the hero be "reborn" experiencing even greater powers to see the journey to the end.	Marlin returns to save Dory from the jellies. The jellyfish stings make him look dead, but he recovers and meets Crush, the turtle, who is 150 but acts young. Marlin is able to go through the current.
Reward The hero has survived death, overcome his greatest fear and now earns the reward he sought.	With the Pelican's help, Marlin gets to the dentist's office. He thinks Nemo is dead and the dentist throws the pelican out. Marlin ends up back in the sea. Nemo goes down the drain and out to the ocean. Dory finds Nemo. Marlin gets Nemo back.
The Road Back The hero must recommit to completing the journey and travel the road back to the Ordinary World. The dramatic question is asked again.	Dory gets caught in the net. Nemo wants to help get her out. Marlin doesn't want to lose Nemo again, but he lets Nemo go. Using what he learned from Gil, Nemo saves Dory and all the other fish.
Resurrection Hero faces most dangerous meeting with death – this shows the hero can apply all the wisdom he's brought back to the Ordinary World	It looks like Nemo is dead, but he is alive.
Return with Elixir The hero returns from the journey with the "elixir", so everyone in the world can use to heal physical or emotional wounds.	Marlin returns home with Nemo. He lets Nemo go to school. Marlin is able to live a life that is happier.



Shrek The Hero's Journey

Ordinary World The hero's normal world before the story begins	The woods. The country. He's an ogre, grumpy, and everyone hates him. He wants to be alone.
Call to Adventure The hero is presented with a problem, challenge or adventure to undertake	Lord Farquaad sends fairy tale creatures to Shrek's swamp, so he leaves the swamp to go to Lord Farquaad. To get his swamp back, he has to rescue the princess Fiona
Refusal of the Call The hero refuses the challenge or journey, usually out of fear	He doesn't refuse.
Meeting with the Mentor The hero meets a mentor to gain confidence, advice or training to face the adventure	Shrek meets Donkey, who is a trickster mentor. Donkey loves to talk. He teaches Shrek through humor.
Crossing the First Threshold The hero crosses the gateway that separates the ordinary world from the special world	When he first goes to Farquaad, the king orders his men to kill Shrek. Whoever kills him gets a chance to rescue the princess. Shrek kills all the men. Farquaad wants to marry the princess so he'll be king, so he tells Shrek if he can rescue the princess he'll get the swamp back.
Tests, Allies, Enemies	Tests: the Donkey is a test because he drives Shrek crazy; fighting Farquaad's men is a test; Rescuing the
The hero faces tests, meets allies, confronts enemies and learns the rules of the Special World.	princess from the dragon; his ugliness is a test because people make fun of him, like Fiona says "How could someone like someone so ugly? Pretty and ogre don't go together." Shrek thinks she's talking about him. Farquaad is an enemy because he only wants the princess.
Approach	Shrek overhears Donkey and Fiona talking. He goes to Lord Farquaad's place and tells him I have your
The hero has hit setbacks during tests and may need to reorganize his helpers or rekindle morale with mentor's rally cry. Stakes heightened.	princess. He says your Lord awaits you. Farquaad comes up on the horse

Ordeal The biggest life or death crisis – the hero faces his greatest fear and only through "death" can the hero be "reborn" experiencing even greater powers to see the journey to the end.	The biggest ordeal Shrek faces is hearing Fiona talking about herself as ugly. He's gotten ready to tell her he loves her, then he thinks she's saying he's ugly. He leaves her. When he finds out from Donkey that she wasn't talking about him, he goes to stop the wedding and tell her he loves her. Farquaad is about to marry Fiona and Shrek wants to apologize to her. By spending time with Fiona, Shrek has become a better person, with a heart and is able to apologize.
Reward The hero has survived death, overcome his greatest fear and now earns the reward he sought.	When he says he loves her and kisses her, she transforms into an ogre.
The Road Back The hero must recommit to completing the journey and travel the road back to the Ordinary World. The dramatic question is asked again.	Farquaad says, "Arrest them both and now, that makes me king!" The dragon, sent by Donkey, swallows Farquaad coming in through the window.
Resurrection Hero faces most dangerous meeting with death – this shows the hero can apply all the wisdom he's brought back to the Ordinary World	The two ogres go off together on the dragon.
Return with Elixir The hero returns from the journey with the "elixir", so everyone in the world can use to heal physical or emotional wounds.	The elixir is the layers of the onion - that we are all more than the way we look. If Shrek can find true love, anyone can. Everyone celebrates at the wedding.