

THE WONDERFUL WORLD OF ONE NOTE AND ONLINE LEARNING

Myths and the hero's journey



How a study of mythology and ancient heroes may inspire students to understand narrative structure and create their own heroic tales.

Hannah Z – Creative Narratives

World building – YA authors suggest that students or young writers begin a narrative with world building. Hannah uses images, poetry with her own ideas for INSPIRATION.

Hannah's Ideas:

My world is a world of night.

Its people are quiet, and generally keep to themselves.

Rarely are people born with wings, scaly and the deepest shade of black, with eyes more purple than anything you've ever seen.

These people are called the **Dragonfolk**.

The people live in great cities or huge buildings and twisting trees in between.

The streets are cobblestone, and there are always people going about their business.

Most teens will have earbuds in, and adults do not stop to interact with anyone

Their moon is huge, and shimmers much more than the world my character enters by accident. When it comes out from behind the clouds the world is bathed in its light, seeming somewhat friendly.

Character ideas:

Create their costume, their weapons.



Character:

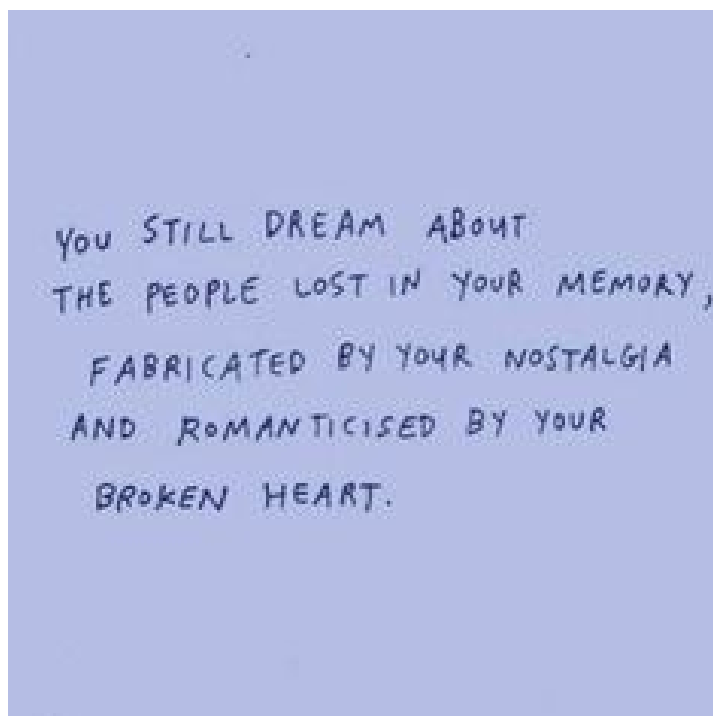
His name is Oliver

He grew up in a world of sunshine and blue skies, with wonderful creations that generate awe.

He's a dreamer, who loves to express himself- mainly through art such as writing, particularly poetry, and sketching in his favourite book.

He has a love for anything strange, which really made him stand out as a kid, but learned to keep to himself, and spent much of his time with his nose in a book.

He likes to be on his own, with his music and pencils. But if he finds someone he cares about, he'll always be around them.



Narrative building:



War hasn't broken out for centuries in my character's home world, but in this case, the world my character has discovered has quickly become extremely important to him (because he met his boyfriend there) so he calls on the forces of his own world, which have been at rest, not needed for ages:

- warriors in armour tinted purple, reinforced with dragon scales, masks covering their faces with space to show their eyes
- huge black scaly dragons with extremely powerful abilities
- the magic of his own community, the dragonfolk.

In the end they discover how to rid this new strange world of a feeling of darkness they have known for their entire lives, however such a strange concept that it is, getting rid of something you're so comfortable with yourself is difficult. Light is eventually restored, and the two opposite worlds work side by side at peace for evermore.

It's like a revolution, except it involves two opposite realities that end up becoming allies.

The evil force in images:

It kills anything it can or wants to.

It's ancient, and no one alive has heard of it.

It casts a shadow over the world my character wanders into, which the world is not used to.

Though, this force has a body- so it can be killed, my character just needs to figure out how.

Even though this evil character is horrible, it still has an aesthetic to it, an elegance



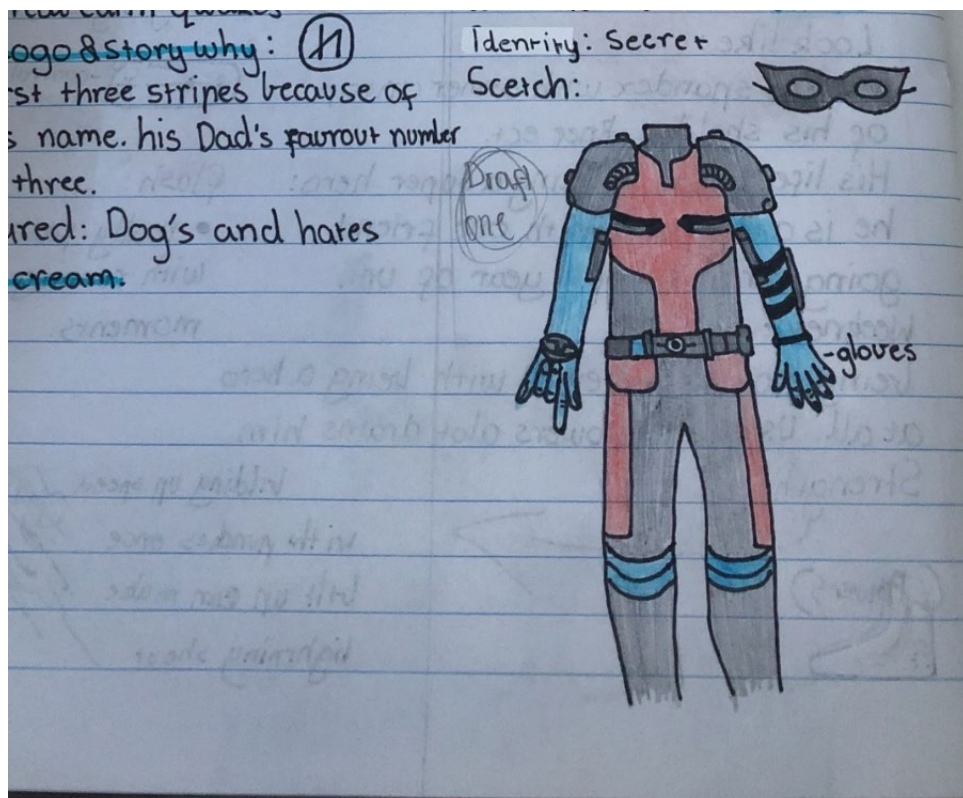
So I have mastered
the art of being invisible,
so breathless, if I opened my mouth
only clouds would come out,



Mackenzie E – The Village Girl

Every village has their baker, blacksmith, farmer but this village has a mysterious girl called Crystal. Crystal isn't the typical village girl, she didn't grow up in the village. She moved to the kingdom of Windemere when she was 15 years old with no family or friends. She just turned 17 but no one knows where she came from...

Georgia H – My illustration of a hero.



Kirsten O

STATUS QUO – Winter lives in her village. The adults usually hide things from anyone her age or younger.

CALL TO ADVENTURE –

Winter starts having visions of what she thinks is the past and asks someone about it. They deny but within a short period of time of this, their village gets attacked

ASSISTANCE – during the attack a sword appears out of nowhere which allows her to- somehow- propel the soldiers attacking them away and it also creates a protective barrier around her village. Inscribed upon the blade are the words, "prove yourself". After the barrier has been placed around the village, a path leads far into the woods which Winter feels compelled to follow.

DEPARTURE – Winter follows the path, sword in hand, wanting to protect her friends/family in case there is another attack, leaving her village for the first time.

