

# Stages of a Hero's Journey- Finding Nemo

Stage in the Hero's Journey	Script Components
<p align="center"><b>Ordinary World</b></p> <p><i>The hero's normal world before the story begins</i></p>	<p><b>Chapter 1:</b> Marlin is excited about new home, waiting for new eggs to hatch 4:40</p> <p><b>Chapter 3:</b> Nemo is anxious to go to school. Marlin is very protective. Does not want anything to harm nemo. Afraid to leave him alone.</p>
<p align="center"><b>Call to Adventure</b></p> <p><i>The hero is presented with a problem, challenge or adventure to undertake</i></p>	<p><b>Chapter 5:</b> Nemo adventure's out to the "Butt" to proven that he is brave.</p> <p><b>Chapter 6:</b> Problem: Nemo is out in the open ocean and is caught by the men in the boat</p> <p>Challenge: Marlin has to rescue him</p>
<p align="center"><b>Refusal of the Call</b></p> <p><i>The hero refuses the challenge or journey, usually out of fear</i></p>	<p><b>Chapter 6:</b> Marlin is afraid to go after Nemo because his is afraid of the open sea</p>
<p align="center"><b>Meeting with the Mentor</b></p> <p><i>The hero meets a mentor to gain confidence, advice or training to face the adventure</i></p>	<p><b>Chapter 7:</b> The mentor is Dory who plays the part of a good trickster, using her humor to overcome her weakness as a forgetful character. (physical memory loss) Through Dory, Marlin will <b>learn</b> how to NOT be afraid and to learn to let go and let Nemo take some risk. He must learn to believe in Nemo</p>
<p align="center"><b>Crossing the First Threshold</b></p> <p><i>The hero crosses the gateway that separates the ordinary world from the special world.</i></p>	<p><b>Chapter 6:</b> Marlin leaves his comfortable safe zone and swims after Nemo. He continues to follow the boat, even in the wide open ocean</p>
<p align="center"><b>Tests, Allies, Enemies</b></p> <p><i>The hero faces tests, meets allies, confronts enemies &amp; learn the rules of the Special World.</i></p>	<p><b>Chapter 8:</b> The sharks who says they are friends.</p> <p><b>Dory:</b> Smart when she can remember, but often is brainless</p> <p><b>Chapter 16: Crush-</b> Help Marlin travel through the currents to get to Nemo</p> <p><b>Chapter 9 and 25: Fish</b> in tank befriends Nemo and help him to escape</p> <p><b>Chapter 25: Darla</b> does not know how to treat animals. She is mean to them</p> <p><b>Chapter 24: Pelican:</b> Takes Marlin to Nemo</p> <p><b>Chapter 21; The Whale-</b> The test: Nemo has to let go and trust. The lesson learned in the Whale is the lesson Marlin needs to apply to Nemo. "Let him go"</p>
<p align="center"><b>Approach</b></p> <p><i>The hero has hit setbacks during tests &amp; may need to reorganize his helpers or rekindle morale with mentor's</i></p>	<p><b>Chapter 26:</b> Marlin believes Nemo is dead. He tells Dory goodbye and swims away. Chapter 27: But, Dory rekindles Marlin's hope when she finds Nemo.</p> <p>Nemo Also has a set back. Does not get out of the fish tank and has to reorganize</p>

<p><i>rally cry. Stakes heightened.</i></p>	
<p><b>Ordeal</b>  <i>The biggest life or death crisis – the hero faces his greatest fear &amp; only through “death” can the hero be “reborn” experiencing even greater powers to see the journey to the end.</i></p>	<p><b>Chapter 14 and 16:</b> Marlin returns to save Dory from the jellies. The jellyfish stings Marlin and almost dies, but he survives and recovers and gets help from Crush to make it through the currents. He experiences a rebirth to continue his journey. Marlin also is able to witness how crush is able to let his son go and take risk when the boy turtles get knocked out of the Current.</p>
<p><b>Reward</b>  <i>The hero has survived death, overcome his greatest fear and now earns the reward he sought.</i></p>	<p><b>Chapter 27:</b> Nemo gets out of the tank and his free in the ocean. Nemo. Both Dory and Marlin think he is dead, but Nemo survives death (from the hands of Darla) Dory helps him find his dad, who returns when he hears Nemo’s cry. Marlin and Nemo are united</p>
<p><b>The Road Back</b>  <i>The hero must recommit to completing the journey &amp; travel the road back to the Ordinary World. The dramatic question is asked again.</i></p>	<p><b>Chapter 28:</b> The road-back from the journey, often include another challenge or test to complete. Marlin is put to the test to see if he has learned his lesson. Dory is caught in a net and Nemo wants to save her, but Marlin is reluctant to let Nemo go. He final realized that he must let Nemo grow up and take some risk. He must also have confidence in Nemo that he can save Dory. Nemo draws from his lessons in the tank and uses an idea that Gil used to break away from the net.</p>
<p><b>Resurrection</b>  <i>Hero faces most dangerous meeting with death – this shows the hero can apply all the wisdom he's brought back to the Ordinary World</i></p>	<p><b>Chapter 29:</b> Marlin must now apply everything he has learned when he thinks that Nemo is dead. Marlin realizes his mistake. He apologizes to Nemo for not believe in him. Marlin learns to let go and believe that all will work out in the end.</p>
<p><b>Return with Elixir</b>  <i>The hero returns from the journey with the “elixir”, so everyone in the world can use to heal physical or emotional wounds.</i></p>	<p><b>Chapter 30:</b> Marlin brings Nemo back to the ordinary world and applies the lessons he has learned. He allows Nemo to go to school without fear, which allows him to live a happier life.  The lesson learned is that the challenges of life can be applied to everyday living in the ordinary world.</p>