8th Grade Advanced Content ELA:

Embedded Assessment #1

##  **Hero’s Journey: Creative Assignment**

Task: Create a hero and take him/her on a hero’s journey. Your hero will be a ***personified***,

 inanimate object or a non-human hero! The final product should reflect your learning style and interest.

Follow the directions for the Embedded Assessment #1 in *Springboard* with the following changes:

1. Your hero will be a ***non-human protagonist*** who you will take through the stages of the hero’s journey.
2. You will have a **choice in the** **format** of your final product.

Ideas for Final Products

Video Game

Animation (stop-action photography)

Children’s illustrated story

Digital storybook (Photo Story, Bookemom, etc.)

Pop-up book

Mural

Graphic novel

Movie

Brainstorm other ideas: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Ideas for Personified Heroes

Rock

Leaf

Shoelace

Scientific element

Mathematical equation

Zebra

Hedgehog

Paper clip

Ant

Football

Star

Brainstorm other ideas: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**A Reminder:** Your story should be your own and not closely resemble movies, television, or other video games. Plagiarism is not acceptable and will result in strict consequences.

Specifications:

1. Provide rich detail and employ literary devices and techniques to make your personified characters come to life. In addition to describing the physical characteristics, develop the personality traits as well. The strongest pieces will ***show*** many of these characteristics instead of ***telling*!**
2. Your personified hero should clearly experience each stage of the hero’s journey.
3. The journey should make sense based on the hero you have chosen. For example, if you personify a rock, what type of journey might a rock take? Does she want to join others in the rock quarry?
4. Your hero-quest can take place any time period or setting of your choosing.
5. Visuals should be utilized throughout your piece and enhance your narrative.
6. Stay away from unnecessary, gratuitous violence; remember that your main character is a hero and would only fight his/her enemy for the good of others.
7. Hero’s journeys will be presented in class. Make sure you are proficient with the type of project you have chosen. For example, don’t choose making a movie if you don’t know how to film it and then replay it in class.
8. Creative Hero’s Journey Planning Page due by \_\_\_\_\_\_ and presentations will be begin on \_\_\_\_\_\_.