



Nr. 2020-1-RO01-KA201-080342

“Support Roma Children Integration
via Multiliteracies and Multimodality
for Language Learning in Early Primary
Education (RomaMultiLangPrimE)”

1 O'CLOCK: THE ORDINARY WORLD



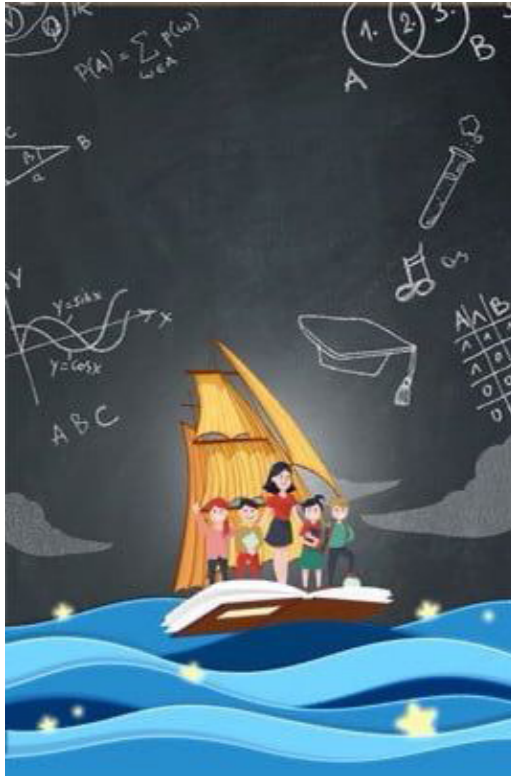
The Hero's Journey for every character starts at the world where he exists (setting). Protagonist(s) and Antagonist(s) may be introduced. For some reason (e.g. the mother and the bad sisters in Cinderella), s/he encounters difficulties

2 O'CLOCK: CALL TO ADVENTURE: THE JOURNEY BEGINS



Our hero is going through difficult times, or they are in a dilemma, or they cannot handle a situation. They are anxious, cannot handle their lives life as they would like. This is how adventure calls them. The hero faces a dilemma about his/her journey.

3 O'CLOCK: DENIAL OF THE CHALLENGE



Suddenly, when the hero has decided to fight for the life he wants, he realizes that the changes and challenges are too many and s/he does not know if s/he can and if s/he wants to manage them. So, taking a step back, initially the hero refuses the challenge. Nevertheless, s/he sees that the previous situation does not work in his/her favor. Motivated either by external forces (something happens to him/her, to his family, to society, someone calls him/her for help, etc.) or by himself/herself, for example s/he has exceeded his limits and decides to fight.

4 O'CLOCK: MEETING WITH THE MENTOR



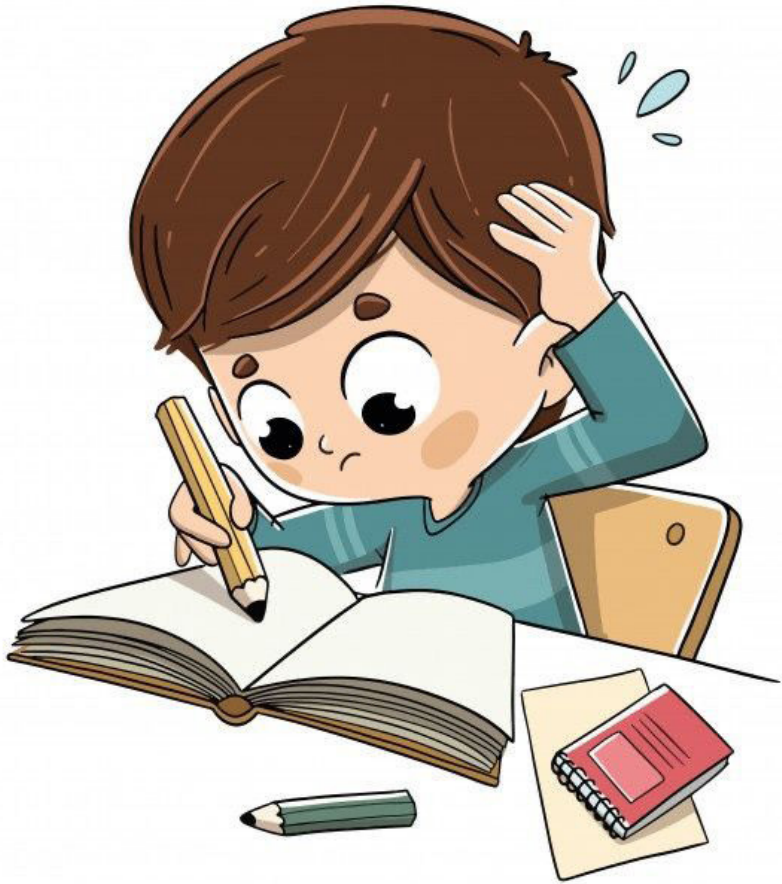
Thus, the time comes, and s/he meets a decisive character, his/mentor. The mentor is a person full of knowledge and experience who advises and inspires our hero on how to proceed.

5 O'CLOCK: THE THRESHOLD



After our hero's inner struggle over whether s/he will eventually change their lives or not, s/he crosses the threshold of an unexplored world that does not know where it leads. S/He meets various people, some friendly and some hostile, and forms alliances with those who can help him/her.

6 O'CLOCK: TESTS



The first tests are coming. The hero is called upon to face the first difficulties of his/her journey and fails.

7 O'CLOCK: ALLIES AND ENEMIES



Nevertheless, our hero now knows what his/her goal is and who his/her allies are.

8 O'CLOCK: ENTERING THE DANGER ZONE



The great challenge comes, the hero, faces his greatest fears on his journey to the unknown and dangerous zone, comes face to face with death, loss, change.

9 O'CLOCK: THE CLIMAX: FINAL CONFLICT



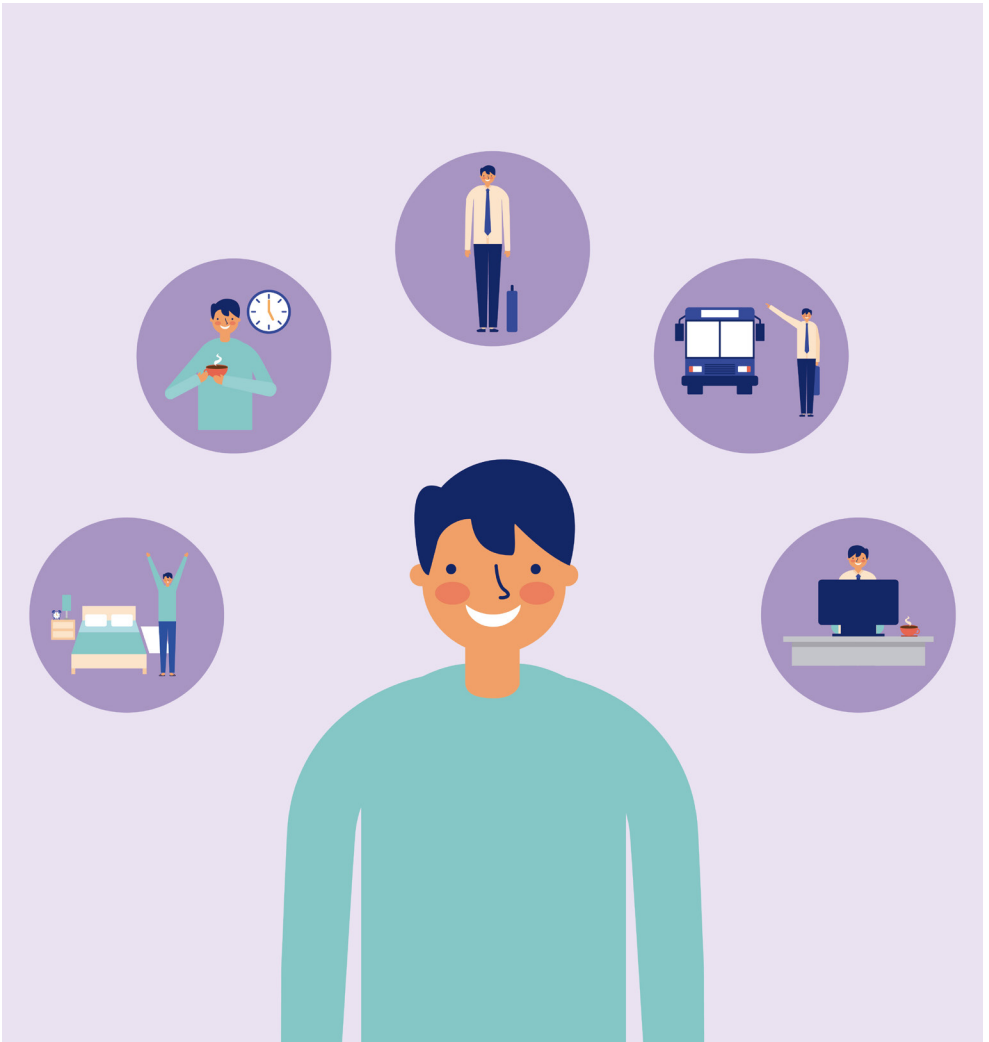
Finally, after many trials s/he fights the final battle with his/her opponent.

10 O'CLOCK: THE REWARD



The hero is rewarded for what s/he went through. This means that s/he has acquired knowledge, experience, and tools to face the difficulties and that s/he is now ready to fight again if necessary. The reward does not mean the end of the fight: now our hero knows that nothing is a given and that what s/he gained can be lost at any time.

11 O'CLOCK: THE WAY BACK



The hero returns to his/her daily life. It is possible that before everything gets in its way it will have to face one last challenge, another sacrifice, or a conflict.

12 O'CLOCK: THE RETURN WITH THE TREASURE



The hero is now armed with all the necessary supplies to face any difficulty.

THE HERO CLOCK

