**Welcome!**

If you have any questions, you can email either Ms. Rossi (valentina.rossi@polk-fl.net) or Mrs. Harb (ola.harb@polk-fl.net). Please allow for up to 24 hours for a response, or longer over the summer. Don’t forget to fill out the subject line and include your full name in the email.

We can’t wait to see you next year!

Ms. Rossi & Mrs. Harb

**Supply List**

* 1½” binder & 6 dividers
* Paper, pen (blue/black ink only)
* Highlighters (3 colors)

**Summer Assignment**

Knowledge of mythology is a must in today’s world. Advertisements, books, movies, television shows, and even cartoons use mythological references to convey their message. Mythology is also referenced in many literary works. The knowledge you will gain from this assignment will provide you with an important context to understand these allusions.

**Due Date & Materials**:

* Assignments will be collected on the second day of **class**.
* There are many different versions of Greek myths and the plots vary, so use **only** Edith Hamilton’s *Mythology* for this assignment. Do not use other sources.
* You are not required to read the entire book—you can use the index (back of the book) to look up where characters/events are located.

**Note**: Plagiarized assignments will earn a zero. Students who plagiarize will receive a referral.

**Directions**:

1. Select 4 myths from the list provided and write a one paragraph summary of each.
2. For each myth, identify 1 situational archetype **and** 1 character archetype, and explain why the myth is an example of each archetype, using the text to support your choices. Your explanation must be 3-5 well-developed sentences. Do not summarize the myth in this section.
3. The archetypes you use must come from the list provided. You cannot use the same archetype more than once.
4. You may type or handwrite your work. If it is typed, please make sure to use Times New Roman 12pt font. If it is handwritten, please make sure it is legible and on lined paper.

**Myth List**

|  |  |
| --- | --- |
| 1. Prometheus and Io | 13. Perseus |
| 1. Creation Myth: Prometheus & Pandora | 1. Hercules |
| 1. The Kidnapping of Persephone | 1. Atalanta |
| 1. Narcissus and Echo | 1. The Trojan War |
| 1. Adonis and Aphrodite | 1. 17. The Fall of Troy |
| 1. Pyramus and Thisbe | 1. 18. Tantalus and Niobe |
| 1. Orpheus and Eurydice | 1. Agamemnon & His Children |
| 1. Pygmalion and Galatea | 1. Cadmus & His Children |
| 1. Daphne | 1. Oedipus |
| 1. The Quest of the Golden Fleece | 1. Antigone |
| 1. Pegasus and Bellerophon | 1. Cecrops |
| 1. Daedalus | 1. Arachne |

**Archetypes—***What is an archetype?*

An archetype is a recurring character, symbol, or situation that is seen across times and cultures and seems to represent universal ideas present in human thought.

Character Archetypes

1. **The hero/heroine** – Usually fulfills a task and restores harmony to the community.
2. **Young person from the Country** – Hero/heroine taken away as an infant/child and raised by strangers. They later return home as a stranger.
3. **The Initiates** – Young heroes, usually innocent, who must endure some training and ritual before going on their quest.
4. **Mentors** – Serve as teachers or counselors who teach by example. Sometimes as role models or mother figures.
5. **Father-Son Conflict** – When a character separates from their father as a child & they reunite, there could be conflict and tension due to the time spent apart, OR when there is no separation but a character has a mentor that they care for/respect more than their actual father.
6. **Group of Companions** – Loyal group, willing to face any number of perils in order to be together.
7. **Loyal Retainers** – Sidekicks to the hero who are supposed to serve/protect the hero.
8. **Friendly Beast** – Often assist the hero and represent the hero’s connection to nature.
9. **The Devil Figure** – Character that represents pure evil & opposes the hero. May offer goods, fame, or knowledge to the hero in exchange for their integrity or soul.
10. **The Outcast** – Character who has been banished from a community after being accused of some crime (they may or may not actually be responsible).
11. **Earth Mother** – Symbolizes abundance; usually provides spiritual, physical, or emotional nourishment.
12. **The Temptress** – Female figure whose physical beauty may be the downfall of the hero.
13. **Damsel in Distress** – Female figure in need of rescuing. She may also be used as a trap by the antagonist.
14. **The Star-Crossed Lovers** – Engaged in a love affair that is fated to end in tragedy for one or both due to disapproval of society, friends, family, or the gods.
15. **The Creature of Nightmare** – a monster (may not be an actual physical creature) that is a manifestation of humanities greatest fears & threatens the hero. Often has humanlike features that have been changed to make the creature horrifying.
16. **Evil Figure with the Ultimately Good Heart**— A devil figure (or a servant to the devil figure) who changes their ways after being won over by the hero’s nobility or good heart.

## Situational Archetypes

1. **The Quest**- The search for someone/something special that must be found and brought back to restore balance in a community, land, health, etc.
2. **The Task**- A superhuman feat that must be accomplished in order to fulfill the Quest. There may be more than one task in a Quest.
3. **The Journey**- In their quest, a hero may have to go through a journey in search of a truth/key information to restore justice, harmony, peace, etc.. The journey includes a series of trials and tribulations. Usually, the hero descends into a physical or psychological “hell” where they have to face dark truths (often about themselves).
4. **The Initiation**- The moment when it becomes obvious that a character has matured. Usually, this happens when the hero receives a calling/message/signal that leads them to start the Quest. Often, the hero will ignore/reject the calling until finally accepting the role and the sacrifices that they must make.
5. **The Fall**- When a character goes from a high status (powerful, well-liked, or important) to a low status (powerless, hated, forgotten) due to their fatal flaw—a trait that is part of their personality and they can’t change (like a “toxic trait”). Characters may refuse to change because they don’t see that trait as a flaw, or they may embrace the flaw fully and turn evil.
6. **Death and Rebirth**- Someone/something dies, but it is accompanied by a birth or rebirth.
7. **Battle of Good and Evil**- forces that represent good & evil battle against each other. Typically, good ultimately triumphs over evil despite the great odds.
8. **Unhealable Wound-** Could be physical or psychological wound; cannot be healed. Usually symbolizes a loss of innocence/purity. The pain from the wound often drives characters to desperate actions/madness.
9. **The Magic Weapon**- a weapon that the hero NEEDS in order to defeat their enemy, continue the journey, or prove themselves as “the chosen one”.
10. **Supernatural Intervention**- God/Goddess/Gods/Aliens/etc. come in to help the hero.

**Rubric**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Superior - A | Good - B | Fair - C | Poor - D |
| **Format** | Times New Roman 12pt OR handwritten clearly & legibly. | Format is wrong in 1 minor area. | Format is wrong in 2-3 areas. | Little to no attention to formatting. |
| **Myth Summary** | Clear and concise; includes all main points and no irrelevant/random details. No grammar, spelling, punctuation mistakes. | Clear. Few irrelevant details included; missing few main points. Few grammar, spelling, punctuation mistakes. | Mostly clear. Some irrelevant details included; missing some main points. Some grammar, spelling, punctuation mistakes. | Too short/unclear. Several irrelevant details included; missing most main points. Several grammar, spelling, punctuation mistakes. |
| **Archetype**  **Response** | Chosen archetype fits the myth well. Response is clear & demonstrates an understanding of the archetype; includes textual evidence & claims are fully supported. | Chosen archetype fits the myth. Response demonstrates an understanding of the archetype; includes textual evidence; few unsupported claims. | Chosen archetype may not seem to clearly connect to the myth. Some unsupported claims; some evidence present but not well-developed. | Chosen archetype does not relate to the myth. No evidence to support claims, or evidence present but unrelated to claims. Response too short/unclear. |

**Student Example**

Please label the myth title, summary, character archetypes, and situation archetypes as separate sections, just like the example below. I provided 2 examples of character archetypes, but you should have only one. The other should be a situation archetype.

**Myth Title**: Sleeping Beauty (Disney Version)

**Summary**:

In this folktale, a beautiful princess is born to a king and queen. However, after they neglect to invite an evil fairy to a feast, the fairy curses the child to be killed by pricking her finger on a spindle on her 16th birthday. However, the three good fairies cast a spell that will only make her sleep until awoken by “true love’s first kiss.” However, her parents also burn every spinning wheel in the land and send her to go live in the forest with the three good fairies, and she is never told that she is a princess. Just before her 16th birthday, she meets a handsome young man named Phillip, but that day the fairies tell her that she is a princess and take her to the castle. While there, she is tempted by the evil fairy to prick her finger on the spinning wheel and falls asleep. The good fairies then cast a spell which makes all of the people in the castle to fall asleep. Then the evil fairy kidnaps Phillip to prevent him from kissing the princess. The fairies then stage a rescue to liberate Phillip and give him a magical sword to kill the evil fairy who is now turned into a fearsome dragon. Phillip defeats the dragon, kisses the princess, everyone wakes up, and they live happily ever after. (Your summary may be shorter than mine as I was trying to wrap up an entire movie.)

**Character Archetype**: Hero

Prince Phillip is clearly the hero in this story because he is the one who has to undertake a quest to restore the community of the kingdom, which is plunged into perpetual sleep, and to rescue his “one true love.” In order to do this, he has to go against the evil fairy in the form of the dragon. After winning the battle, he restores order to the kingdom and gets the reward of marrying the princess. He is the only one who can save the princess because he is her true love, and the kingdom’s future is his responsibility because he will inherit the crown and become king one day, so he has a duty to protect his people.

**Character Archetype**: Young Person from the Country

In Sleeping Beauty, Aurora is threatened by the evil fairy, so the good fairies offer to foster her. They take her into the forest where they don’t tell her of their magical powers or her true parentage. Because of her unassuming upbringing, she is very innocent and didn’t grow up to be a stereotypical “princess” but, instead, is very humble and pure. For example, she often helps with household chores and wears simple clothes. She is also very kind to others and doesn’t expect any special treatment. When she returns to her home in the castle, she feels like a stranger and has to learn how to feel at home there.