**Archetypes ACTIVITY:**

**Archetypes** are an image, story pattern, or character type which recurs frequently and evokes strong associations in the reader. For example, the wicked witch, the enchanted prince, the sleeping beauty, and the fairy godmother are widely dispersed throughout folk literature and appear in slightly different forms in poetry, drama, and novels.

**Directions:**

In Groups, or individually if you prefer, complete the following directions:

A) Situational Archetypes:

* Choose **3** of the archetypes and list **three examples** of the archetype, and **explain** how they represent that archetype.

B) Character Archetypes

* Choose **3** of the archetypes and list **three examples** of the archetype, and **explain** how they represent that archetype.

C) Symbolic Archetypes

* Choose **3** of the archetypes and list **three examples** of the archetype, and **explain** how they represent that archetype.

This is due at the end of the hour. Have fun with this!

**Situational Archetypes**

|  |  |  |
| --- | --- | --- |
| 1. The Quest
 | 1. the task
 | 1. the journey
 |
| 1. the initiation
 | 1. the fall
 | 1. the ritual
 |
| 1. death and rebirth
 | 1. MAGIC WEAPON
 | 1. UNHEALABLE WOUND
 |
| 1. NATURE VS. MECHANIC WORLD
 | 1. BATTLE BETWEEN GOOD AND EVIL
 |

**Character Archetypes**

|  |  |  |
| --- | --- | --- |
| 1. HERO
 | 1. INITIATES
 | 1. MENTORS
 |
| 1. LOYAL RETAINER
 | 1. SCAEPEGOAT
 | 1. TEMPTRESS
 |
| 1. DEVIL FIGURE
 | 1. STAR CROSSED LOVERS
 | 1. EARTHMOTHER
 |
| 1. FRIENDLY BEAST
 | 1. OUTCAST
 | 1. PLATONIC IDEAL
 |
| 1. FATHER-SON CONFLICT
 | 1. EVIL FIGURE WITH THE GOOD HEART
 | 1. CREATURE OF NIGHTMARE
 |
| 1. HUNTING GROUPS OF COMPANIONS
 | 1. YOUNG MAN/WOMAN FROM THE PROVINCES
 |  |

**SYMBOLIC ARCHETYPES**

|  |  |
| --- | --- |
| 1. LIGHT VS. DARKNESS
 | 1. HEAVEN VS. HELL
 |
| 1. WATER VS. DESERT
 | 1. FIRE VS. ICE
 |
| 1. SUPERNATURAL INVERVENTION
 | 1. HAVEN VS. WILDERNESS
 |
| 1. INNATE WISDOM VS. EDUCATED STUPIDITY
 | 1. COLORS (BLACK, WHITE, RED, GOLD)
 |
| 1. NUMBERS (THREE, FOUR, SIX)
 |  |