

# Storytelling Vocabulary

**Arch**- A curve in the story.

**Antagonist** – The bad guy in the story – who keeps the hero from his goal.

**Goal**- An objective in a story.

**Climax**- The point of greatest intensity in a story.

**Conflict**- Opposition between characters in a story that motivates or shapes the action in the plot.

**Critical Question**- A question that probes some problem or issue.

**The Hero's Journey**- A cyclical journey undertaken by a standard mythological character (hero).

**Hero**- In mythology and legend, a man who is endowed with great courage and strength, celebrated for his bold exploits, and favored by the gods. A person noted for feats of courage or nobility of purpose, especially one who has risked or sacrificed his or her life.

**Hook**- A means of attracting interest or attentions; an enticement. Occurs about 10 minutes into the film.

**Journey**- The act of traveling from one place to another; a passage.

**Mentor**- A wise and trusted guide and advisor.

**Protagonist** – The good guy in the story (usually the hero)

**Sacrifice**- To give something up of great value for a greater good to be achieved.

**Threshold** (jumping off point) - An event or act that beckons the hero to begin his or her journey.