

Overview of Lessons and Time Frame

Unit No.	Title of the Lesson or number of enrichment activities	No. of Days	Plus/Minus	Comment
Unit 1	The Call/Answering the Call (Community Building)			Before you start, read the Resource Guide. Send letters to parents and community. Get permissions. Decide policies on Passports and assessment.
1-1	Introduction to the <i>Heroic Journey</i>	1		Have first community meeting sometime during this first unit.
1-2	Meeting Our Traveling Companions	1		
1-3	Developing Journey Guidelines	1	+1	
1-4	More about Heroic Journeys	1		
	Suggestions for Enrichment			Could add from 1 to 5 days.
1-5	Real Journeys to Adulthood in the Past	1	+1	
	Suggestions for Enrichment			Could add from 1 to 5 days.
1-6	Experiencing Life in a Tribe	2		Challenge activity
Unit 2	Crossing the Threshold/Meeting with Allies and Ogres (Social Development)			
2-1	Exploring My Family's Journey	1		
2-2	Finding Allies and Ogres in Stories	2	+1	Use fewer stories to do in 1 day. Send letter about 2-5 to parents.
	Suggestions for Enrichment			Could add from 1 to 5 days.
2-3	Being an Ally or Ogre to Myself	1		
2-4	Understanding How to Fit In	1		Decide about service projects.
2-5	Walking in Another's Shoes	1		Challenge activity
	Suggestions for Enrichment			Could add from 1 to 4 days.
2-6	Working in Ally Groups	1	+1	
	Suggestion for Enrichment			Adds 1 day.
2-7	Being an Ally to Others	1	+1	Add the extra day if you can.
	Suggestion for Enrichment			Adds 1 day.
Unit 3	The Initiation of Change (Physical Development)			Make sure you have enough adult allies for the activities of 3-7 and to assign to each student for the remainder of the course. Send reminder letters if you need more adults. Set date for second community meeting.
3-1	The Growth Continuum	1		
3-2	Obstacles and Detours: The Media	1		
	Suggestions for Enrichment			Adds 1 or 2 days.

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Unit 3	The Initiation of Change <i>(Continued)</i> (Physical Development)			
3-3	Journeys to Adulthood in Traditional Cultures	2	-1	Use fewer stories to do in a day.
	Suggestion for Enrichment			Could add from 1 to 5 days.
3-4	Journeys to Adulthood in High-Tech Cultures	2	-1	Assign stories as journeywork to do in lesson in 1 day.
3-5	The Chemistry of Risk Taking	1		
3-6	Challenge Decathlon	1		Challenge activity for unit
	Suggestion for Enrichment			Could add 1 to several days.
3-7	Creating a Personal Challenge	1		
Unit 4	The Road of Trials (Psychological Development)			Have second community meeting soon after the first one early in this unit. Also send letter about lesson 4-4 early in this unit.
4-1	Life Maps	2	-1	Complete as journeywork to do in 1 day.
	2 Suggestions for Enrichment			Could add from 1 to 4 days.
4-2	Taking Charge of My Feelings	1		
	1 Suggestion for Enrichment			Adds 1/2 day.
4-3	Making Choices and Keeping in Control	2		
	1 Suggestion for Enrichment			Adds 1 to 3 days.
4-4	Letting Go and Moving On	1		Challenge activity for unit
Unit 5	Finding the Key/Receiving the Boon (Intellectual Development)			Committees of adults should be working on Rite of Passage event. Make sure plans are progressing.
5-1	We're All Right; We're All Bright	1		
5-2	Three Brains in One	1		
5-3	The Triune Brain and Survival	1	+1	Use fewer stories or crisis situations if you have only 1 day.
	1 Suggestion for Enrichment			Adds 1 day.
5-4	Looking Back on My Life's Journey	1		Challenge activity for unit
	2 Suggestions for Enrichment			Adds 1 to 2 days.
5-5	Shaping My Future	1		
	Several Suggestions for Enrichment			Could add from 1 to 5 days.

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Unit 6	Sharing the Treasure (Moral/Ethical Development)			Most details should be taken care of for Rite of Passage event by now.
6-1	What's Right, What's Wrong	1		
	1 Suggestion for Enrichment			Adds 1 day.
6-2	Reaching Decisions about Right and Wrong	1		
6-3	Finding Other Solutions	1		
6-4	An "Attitude of Gratitude"	1		
6-5	Meeting with the Council of Elders	2	+1	Challenging activity for unit. May need 1 or 2 extra days to complete the meetings.
Unit 7	Recognition and Celebration (Preparation for Rite of Passage Initiation and Celebratory Community Event)			
7-1	Understanding Ritual			
	1 Suggestion for Enrichment			Adds 1 day.
7-2	Student Plan for the Rite of Passage	1	+1	
	Rite of Passage Initiation and Celebratory Community Event	1 full day	+1	Requires minimum of one 8-hour day for all and optimally an additional day and overnight for master level initiation activities.

Essential Activities: 44 days (+7) or (-4) plus days for Rite of Passage events. Optional enrichment activities could add up to 50 or more days.