

# Planning a Quest Myth

What is problem  
for hero?



What must they  
bring home to  
solve the  
problem?



Where do they  
need to travel  
to, to find the  
solution?



Will they go  
with anyone?



Who or what did  
they meet?



What test did  
they have to do?

How has life been  
made better as a  
result of the  
quest?