<table>
<thead>
<tr>
<th><strong>EVERYDAY HERO</strong></th>
<th><strong>CALL TO ADVENTURE</strong></th>
<th><strong>BETTER WORLD</strong></th>
<th><strong>CROSSING THE THRESHOLD</strong></th>
<th><strong>MENTORS AND GIFTS</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>The group or individual to be inspired to do things differently</td>
<td>The trigger for change which could be the pull of inspiration or the push of necessity</td>
<td>The positive change to the hero and the difference the hero has made</td>
<td>The first step and point of no return</td>
<td>Giver of wisdom and support</td>
</tr>
</tbody>
</table>

**COMPELLING VILLAIN**
An attention-grabbing manifestation of the selfish behaviour that stands in the way of change

**ORDINARY WORLD**
The everyday world which is increasingly frustrating for our hero to live in

**ALLIES AND GIFTS**
The people and help that is needed for change to happen

**THREE CHALLENGES**
Three difficult but confidence-building hurdles to be overcome

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