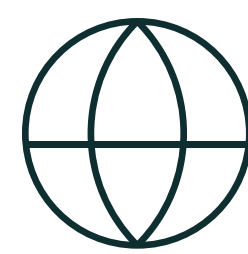




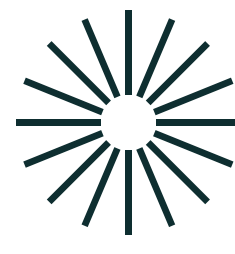
## Everyday heroes

The group or individual to be inspired to do things differently



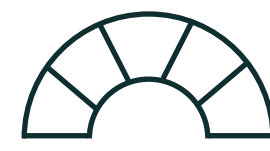
## Ordinary world

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



## Better world

The positive change to the hero and the difference the hero has made



## Crossing the threshold

The first step and point of no return



## Mentors and gifts

Giver of wisdom and support



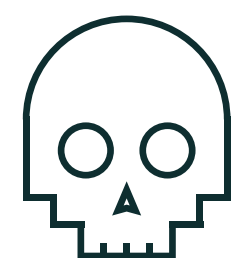
## Call to adventure

The trigger for change which could be the pull of inspiration or the push of necessity



## Allies and gifts

The people and help that is needed for change to happen



## Compelling villain

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



## Three challenges

Three difficult but confidence-building hurdles to be overcome