

Archetypal Symbolism Unit Overview

Define archetypes - An archetype is a term used to describe universal symbols that evoke deep and sometimes unconscious responses. Archetypes are defined as recurring patterns of situations, characters, or symbols existing universally and instinctively in the collective unconscious of man. This definition is given to us by the psychologist Carl Jung, who believed that, in the unconscious mind, all men share common instincts and views. He offered proof of these common instincts by the similarities found in myths, religions, stories, and dreams.

1. Images and Symbols
2. Situational Archetypes
 - A. Themes
 - B. Conflicts
 - C. Plot Lines
3. Characters

INTRODUCTION TO JUNGIAN SYMBOLISM AND ARCHETYPAL ELEMENTS

1. Jungian Symbolism Quickie Quiz—It's All About ME!
2. PowerPoint: Introduction to Archetypes [teacherweb.com/VA/DenbighHigh/ThomasSwords/ArchetypalSymbols.ppt]
3. FIRE/WATER/AIR/EARTH--What element are you? (Group Sharing and Collage Assignment)
4. Duality: Explore positive and negative connotations of symbols.
5. PRIMAL INK: Explore ancient symbols (water, fire, masculine, feminine, unity, etc.) and color symbolism
6. Conceptual Statues—students create thematic tableaus (freedom, joy, melancholy, etc.) and practice levels (standing, sitting, lying, etc.) and Viewpoints perspectives
7. Masculine and Feminine Archetypal Symbols (Chart)
 - a. Masculine symbols are phallic: knife, sword, dagger, spear, arrow, staff
 - b. Feminine symbols are womb-like: grail, chalice, cup, bowl
 - c. Masculine geometry: straight lines, linear, sharp angles (silhouettes/set design/blocking patterns)
 - d. Feminine geometry: curves, spirals, circles (silhouettes/set design/blocking patterns)
 - e. Masculine movement—Use active verbs that describe rhythms and movement
 - f. Feminine movement—Use active verbs that describe rhythms and movement
 - g. Anima and Animus
8. Power of Archetypal Symbols in Advertising
9. Situational Archetypes
 - a. Themes: Find examples of symbols that represent themes in film, television, literature, video games, etc.
 - i. *Desperate Housewives* – the falling apple (the fall, loss of innocence, etc.)
 - ii. *Lord of the Rings* – the golden ring (unity, longing to return to golden age)
 - iii. *Weeds, Mad Men* – double meaning of words in titles
 - b. Motif Poems: Find symbols by isolating repeating images/lines in script (*Elephant's Graveyard* by George Brant)
 - c. Conflicts: Practice translating universal conflicts into specific visual symbols/images.
 - d. Review archetypal literary plotlines ("*There are only two stories in the world...*")
 - i. Hero's Journey: The Monomyth (Joseph Campbell)
 - ii. The Lover's Tale
10. Character Archetypes
 - a. Archetypal characters in Monomyth (hero, mentor, shadows, threshold guardians, trickster, etc.)
 - b. The Twelve Archetypes (Innocent, Orphan, Warrior, Caregiver, Seeker, Lover, Destroyer, Creator, Ruler, Magician, Sage, Fool/Jester)
 - i. Hero Myth Index Testing (research by Carol S. Pearson, Ph.D.)
 - ii. Translation of HMI Testing to character study and analysis
 - c. King/Warrior/Magician/Lover (research by Robert Moore and Douglas Gillette)
 - i. Archetypal Movement Exercise (using adjectives and verbs)
 - ii. Translate archetypes to character silhouette, master gesture, and movement