Lord of the Flies Power Point: Archetypes & Symbols
Part 1:
ARCHETYPES
Archetypes in Popular Culture

• Have you ever seen Star Wars? Have you read Harry Potter or The Hunger Games?
• Chances are, you are familiar with at least one of these epic tales, but have you ever wondered why these stories are so popular?
Archetypes in Popular Culture

• Realistically, none of us will ever receive an invitation to Hogwarts School of Witchcraft and Wizardry, battle for our life within the Capital Dome, or fight a Storm Trooper with a light saber.

• However, but we find ourselves relating to, empathizing with, and loving the characters in these purely imaginary situations because of the archetypes they represent.
Symbols vs. Archetypes

- Symbol is a person, thing, or event that represents something larger than itself.
- Symbols have different meanings for different stories, movies, cultures, etc.
- For example, a ring can represent different ideas, depending on the story.

In *Lord of the Rings*, the ring represents power, control, evil.

In *Romeo and Juliet*, Juliet gives Romeo a ring to represent love and forgiveness.

In a novel called *The Ring*, the ring represents a family heirloom and connects a woman with her lost relatives.
Symbols vs. Archetypes

• However, archetypes are universal symbols that have a similar meaning for people across broad time and culture.

• There are twelve main character archetypes that are found in movies, literature, and even in people around us.
The Innocent

- Motto: Free to be you and me
- Core desire: to get to paradise
- Goal: to be happy
- Greatest fear: to be punished for doing something bad or wrong
- Strategy: to do things right
The Innocent

- Weakness: boring for all their naive innocence
- Talent: faith and optimism
- The Innocent is also known as: Utopian, traditionalist, naive, mystic, saint, romantic, dreamer.
The Orphan/Regular Guy or Gal

- Motto: All men and women are created equal.
- Core Desire: connecting with others
- Goal: to belong
- Greatest fear: to be left out or to stand out from the crowd
- Strategy: develop ordinary solid virtues, be down to earth, the common touch
The Orphan/Regular Guy or Gal

- Weakness: losing one's own self in an effort to blend in or for the sake of superficial relationships
- Talent: realism, empathy, lack of pretense
- The Regular Person is also known as: The good old boy, everyman, the person next door, the realist, the working stiff, the solid citizen, the good neighbor, the silent majority.
The Hero

- Motto: Where there's a will, there's a way
- Core desire: to prove one's worth through courageous acts
- Goal: expert mastery in a way that improves the world
- Greatest fear: weakness, vulnerability, being a "chicken"
- Strategy: to be as strong and competent as possible
The Hero

• Weakness: arrogance, always needing another battle to fight
• Talent: competence and courage
• The Hero is also known as: The warrior, crusader, rescuer, superhero, the soldier, dragon slayer, the winner and the team player.
The Caregiver

- **Motto:** Love your neighbor as yourself
- **Core desire:** to protect and care for others
- **Goal:** to help others
- **Greatest fear:** selfishness and ingratitude
- **Strategy:** doing things for others
The Caregiver

• Weakness: martyrdom and being exploited
• Talent: compassion, generosity
• The Caregiver is also known as: The saint, altruist, parent, helper, supporter.
The Explorer

- Motto: Don't fence me in
- Core desire: the freedom to find out who you are through exploring the world
- Goal: to experience a better, more authentic, more fulfilling life
- Biggest fear: getting trapped, conformity, and inner emptiness
- Strategy: journey, seeking out and experiencing new things, escape from boredom
The Explorer

- Weakness: aimless wandering, becoming a misfit
- Talent: autonomy, ambition, being true to one's soul
- The explorer is also known as: The seeker, iconoclast, wanderer, individualist, pilgrim.
The Rebel

- Motto: Rules are made to be broken
- Core desire: revenge or revolution
- Goal: to overturn what isn't working
- Greatest fear: to be powerless or ineffectual
- Strategy: disrupt, destroy, or shock
The Rebel

- Weakness: crossing over to the dark side, crime
- Talent: outrageousness, radical freedom
- The Rebel is also known as: the outlaw, revolutionary, wild man, the misfit, or iconoclast.
The Lover

• Motto: You're the only one
• Core desire: intimacy and experience
• Goal: being in a relationship with the people, work and surroundings they love
• Greatest fear: being alone, a wallflower, unwanted, unloved
• Strategy: to become more and more physically and emotionally attractive
The Lover

- Weakness: outward-directed desire to please others at risk of losing own identity
- Talent: passion, gratitude, appreciation, and commitment
- The Lover is also known as: The partner, friend, intimate, enthusiast, sensualist, spouse, team-builder.
The Creator

- Motto: If you can imagine it, it can be done
- Core desire: to create things of enduring value
- Goal: to realize a vision
- Greatest fear: mediocre vision or execution
- Strategy: develop artistic control and skill
- Task: to create culture, express own vision
The Creator

- Weakness: perfectionism, bad solutions
- Talent: creativity and imagination
- The Creator is also known as: The artist, inventor, innovator, musician, writer or dreamer.
The Jester

- Motto: You only live once
- Core desire: to live in the moment with full enjoyment
- Goal: to have a great time and lighten up the world
- Greatest fear: being bored or boring others
- Strategy: play, make jokes, be funny
The Jester

- Weakness: frivolity, wasting time
- Talent: joy
- The Jester is also known as: The fool, trickster, joker, practical joker or comedian.
The Sage

- Motto: The truth will set you free
- Core desire: to find the truth.
- Goal: to use intelligence and analysis to understand the world.
- Biggest fear: being duped, misled—or ignorance.
- Strategy: seeking out information and knowledge; self-reflection and understanding thought processes.
The Sage

- Weakness: can study details forever and never act.
- Talent: wisdom, intelligence.
- The Sage is also known as: The expert, scholar, detective, advisor, thinker, philosopher, academic, researcher, thinker, planner, professional, mentor, teacher, contemplative.
The Magician

• Motto: I make things happen.
• Core desire: understanding the fundamental laws of the universe
• Goal: to make dreams come true
• Greatest fear: unintended negative consequences
• Strategy: develop a vision and live by it
The Magician

- Weakness: becoming manipulative
- Talent: finding win-win solutions
- The Magician is also known as: The visionary, catalyst, inventor, charismatic leader, shaman, healer, medicine man.
The Ruler

- Motto: Power isn't everything, it's the only thing.
- Core desire: control
- Goal: create a prosperous, successful family or community
- Strategy: exercise power
- Greatest fear: chaos, being overthrown
The Ruler

- Weakness: being authoritarian, unable to delegate
- Talent: responsibility, leadership
- The Ruler is also known as: The boss, leader, aristocrat, king, queen, politician, role model, manager or administrator.
Lord of the Flies

- In this novel a group of young British boys are stranded on a deserted island when their plane crashes into the Pacific Ocean.
- With no rules and no adult supervision, they attempt to create a peaceful and orderly society.
- This ultimately fails because the dark side of human nature and the boys' own fears bring division and destruction to the world they establish.
- As you read this novel, we are going to examine various symbols and archetypes that will continually pop up.
Part 2: 
SYMBOLS