



A1.001

We're now organizing HUNTER'S CARDSET using the letters M.A.T.R.I.X. Each letter has four rows—M1, M2, M3, M4—and each row contains seven sub-cards, labeled M1.001, M1.002, M1.003, and so on up to M1.007. This card arrangement is inspired by Niklas Luhmann's note-taking method, and we encourage you to create your own cards in each row. Download the 7 cards from the link below, and let's build them together!



A1.001: Finding Your Inspiration (Days 1–21)

Goal:

Encourage children to discover what makes them curious and begin brainstorming ideas for their stories.

Week 1: Spark the Curiosity

Task: Start by asking your child to think about the things that excite them. Spend the first week discussing different curiosities and letting their imagination wander.

Example: Explore themes like animals, space, or fairy tales. Ask open-ended questions like, "What do you think happens at night in the forest?"

Action: Let your child draw or write down their wildest ideas.

Week 2: Dive Deeper

Task: Narrow down the focus. Help your child settle on one specific theme or idea.

Example: Your child might decide they're curious about underwater creatures and what it's like to live under the sea.



A1.001: Finding Your Inspiration (Days 1–21)

Goal:

Week 3: Gather Inspiration

- Task: Read stories or watch movies that align with your child's chosen theme to deepen their understanding.
 - Example: Watch Finding Nemo or read a book like The Rainbow Fish.

Quote for Inspiration:

- "You can find magic wherever you look. Sit back and relax, all you need is a book." — Dr. Seuss
- Encourage your child to see that inspiration is everywhere!