



A1.002

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!



A1.002: Creating Your Main Character (Days 22–42)

Goal:

Guide your child through the process of creating a hero for their story.

Week 1: Introduce the Idea of a Hero

- **Task:** Talk about what makes a great hero. Is it bravery, kindness, or intelligence?
 - **Example:** Discuss famous heroes from children's books, like Harry Potter or Matilda.

Week 2: Create the Character

- **Task:** Help your child create their hero. They can draw or describe their character in detail.
 - **Action:** Ask questions like, "What is your hero's favorite food? What are they scared of?"
 - **Example:** The hero might be a clever dolphin who's afraid of sharks.



Week 3: Develop the Character's Background

- Task: Help your child think about where the character comes from and what their daily life looks like.
 - Action: Write a short description or create a "character profile."
 - Example: The dolphin hero lives in a coral reef and loves to play with colorful fish.

Quote for Inspiration:

- "Promise me you'll always remember: You're braver than you believe, and stronger than you seem, and smarter than you think." — A.A. Milne, Winnie the Pooh
- This quote encourages children to see the hero in themselves.