



A1.003

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!



A1.003: Building the World (Days 43–63)

Goal:

Help your child create the world their hero lives in, setting the stage for the adventure.

Week 1: Visualizing the World

- Task: Have your child imagine where the hero lives. Is it a deep ocean, a magical forest, or a faraway planet?
 - Action: Draw or describe this place in detail. What colors, sounds, and smells are there?

Week 2: Adding Details to the World

- Task: Expand on the world by adding other creatures, objects, and places.
 - Example: In the ocean, there might be underwater caves, glowing jellyfish, or treasure-filled shipwrecks.



Week 3: Bring the World to Life

- Task: Encourage your child to add a little magic to their world. What makes it unique and special?
 - Example: Maybe the ocean has a magical current that can take the hero to secret places.

Quote for Inspiration:

- "In every job that must be done, there is an element of fun. You find the fun and snap! The job's a game." — Mary Poppins
- Inspire children to see world-building as part of the fun of storytelling.