



# A1.004

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!



## A1.004: The Problem or Challenge (Days 64–84)

### Goal:

Create a challenge that the hero needs to overcome to make the story exciting.

### Week 1: Brainstorm Challenges

- Task: Ask your child what problem or obstacle their hero will face. Is it a physical challenge, like crossing a dangerous river, or an emotional challenge, like overcoming fear?
  - Example: The dolphin might be scared of swimming near a mysterious dark trench.

### Week 2: Think About the Stakes

- Task: What happens if the hero doesn't solve the problem? Talk about the consequences to raise the stakes.
  - Example: The dolphin might lose a friend trapped in the trench if they don't find the courage to help.



Week 3: Outline the Challenge

- Task: Write or draw how the hero feels about the challenge. What's stopping them from facing it, and what do they need to succeed?

Quote for Inspiration:

- "Even the darkest night will end, and the sun will rise." — Victor Hugo, *Les Misérables*
- Encourage children to see that challenges are part of every great story, and overcoming them leads to growth.