



# A1.005

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!



## A1.005: The Adventure (Days 85–105)

### Goal:

Let your child develop the adventure that leads to the hero's transformation.

### Week 1: The First Steps

- **Task:** Ask your child how their hero starts their journey. Do they go alone or with friends? What's the first thing they encounter?
  - **Example:** The dolphin hero might dive deeper into the ocean and meet new friends along the way.

### Week 2: Obstacles Along the Way

- **Task:** Introduce obstacles that make the adventure more exciting. What difficulties does the hero face? How do they overcome them?
  - **Example:** The dolphin encounters a dangerous current but learns to ride it with the help of a sea turtle.



Week 3: Build the Journey

- Task: Help your child map out the journey step by step, showing how the hero grows stronger or smarter through each challenge.

Quote for Inspiration:

- “The only way to make sense out of change is to plunge into it, move with it, and join the dance.” — Alan Watts
- This quote reminds children that the journey is as important as the destination.