



# A1.006

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!



A1.006: The Big Discovery (Days 106–126)

Goal:

Help your child focus on what the hero learns at the end of the adventure.

Week 1: Reflect on the Adventure

- Task: Ask your child to think about how their hero has changed since the beginning. What did they learn from their experiences?
  - Example: The dolphin learns that bravery doesn't mean not being scared—it means trying even when you are scared.

Week 2: Write or Draw the Discovery

- Task: Help your child express what their hero discovers in a way that feels meaningful to them. Is it a lesson about courage, friendship, or kindness?



Week 3: Celebrate the Growth

Task: Encourage your child to celebrate their hero's success and transformation.

Example: The dolphin rescues their friend and realizes they can face any challenge with courage.

Quote for Inspiration:

"You're off to great places! Today is your day!  
Your mountain is waiting, so get on your way!" —  
Dr. Seuss, Oh, the Places You'll Go!

Inspire your child to celebrate the end of their story and the growth of their hero.