



# A3.001

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!

A3.001: Simple Sketchbook Method – My Mother  
Founded the Best Kindergarten in the World in France  
Story Script (Introduction for Parents and Children):

This first attachment card shows the simplest way of starting the card-making process. It's inspired by Niklas Luhmann's method of creating one card for every idea. For children, we adapt this method so they can draw their thoughts and explain their ideas with the help of a parent.

Step 1: Drawing and Numbering

Niklas Luhmann Reference:

In Luhmann's method, every card has one idea, and it is given a number to stay organized.

For Kids:

Take a sketchbook and draw your first idea! Think of it like building the world's best kindergarten in France. What's the first thing you see? A colorful playground? Friendly teachers? Draw it!





Magic Sentence:

"My magic sentence for today is: I can create my own kindergarten, just like my mom!"

### Step 2: Numbering the Card

- Niklas Luhmann Reference:
- Each card in Luhmann's system is numbered and can later be linked to other ideas.

For Kids:

- After you draw your idea, write a number on the card. You can call it "Card 1" or "Card 1.001" if you want to be fancy! This will be the first piece of your kindergarten dream.

### Step 3: Writing a Short Explanation

- Niklas Luhmann Reference:
- Each card in Luhmann's system has a brief explanation of what the idea is about.

For Kids:

- Now, with the help of your parent, write a short sentence that explains what you've drawn. For example:
- "This is the playground where kids from all over France play together. It's the happiest place at the kindergarten!"



### Example Card for Inspiration:

- **Title:** The Magic Playground
- **Drawing:** A colorful playground with swings, slides, and happy children.
- **Number:** 1.001
- **Explanation:** "This playground is where all the fun begins in the world's best kindergarten."

### How to Copy Luhmann's System with Kids:

- The child draws one idea per page (or card) and numbers each one.
- Parents help add short sentences to explain each drawing.
- Over time, the child will have a series of cards, each representing a new part of their dream.



### Reflection for Parents:

Lohmann's method was about breaking complex ideas into smaller, connected pieces. For children, this system helps them explore creativity by focusing on one idea at a time and organizing it in a way that can grow over time. Encourage your child to explore what their dream kindergarten might look like, one card at a time, and give them the freedom to experiment with new ideas.

### Reward Mechanism for Motivation:

- Weekly: After creating one card each day for a week, your child can receive a special Playground Star sticker for their sketchbook.
- Monthly: After completing 30 cards, your child can earn a Master Card Maker badge.
- 180 Days: At the end of 180 days, with a full sketchbook, your child earns a "Best Kindergarten in France" Award for their hard work and imagination!

### Conclusion:

With this first card, you and your child are taking the first step toward building your dream kindergarten—one idea, one card, one drawing at a time! The power of imagination, combined with a little structure, can help bring any dream to life.