Mythical Helper Design

You may write, draw, think quietly, use fiction, or pass. Share only what you choose. This is an educational practice activity, not an assessment.

An optional fictional starting point

A fictional traveler needs guidance.

1. Choose an ordinary or fictional example. You may keep details private.

2. Try this task: Invent a helper with specific abilities and realistic limits.

3. What can the helper do and not do?

4. One optional next step, support request, or question I want to carry forward.

You can pause or stop. Ask your facilitator for an alternative if this activity does not fit. Keep identifying details out of any shared copy.