



### Playful

This is every child we know. Stories, imaginations, and characters.



### Then Comes Opinion

Some kids are scared to submission. Some don't bother and move ahead.



### Visualisation

Visuals continue. Make belief explanations for every reality.



### Disinterested

In the usual. The parents are usually worried.



### Wasted Potential

Is the way others view this person. The person however views it as an acknowledgement of intelligence



### Detachment

To tradition takes place. Excitement is about ideas, and novelty.



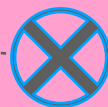
### Approval

Doesn't worry about gaining approval. Goes ahead into the uncharted.



### Creativity In Practice

Failures propel creative action. Is able to figure ways around and move forward.



### Failures

Lack of successes (societal), is considered as failures by people around.



### Decisions

Bad decisions too. Further insight needs a jolt. Here it comes.



### Mistakes

Makes more mistakes. Doesn't worry about the 'correct' way. Works best alone.



### Doesn't Settle

Stability is an unknown virtue. The mind is stable as long as it is experimental.



### Questions Self

Curiosity moves inwards to search the 'I Don't Know'



### Either Way

This goes either way. Realisation into self or finding an escape route (addictions).



### Unknown

If it went their way, learns the art of the unknown.

### Create At Will

Ability to create at will is now effortless. The 'Flow' Stage.

