DO YOU WANNA BE IN MY GANG?

Imagine there's a gang of kids (Famous Five or Swallows and Amazons type kids, not the mean ones from Lord of the Flies) who all hang out together and go on adventures.

The dynamics between the gang members are interesting; they argue about things but always try to find common ground. When there are differences of opinion different members of the gang might form little allegiances. Naoki and Arata might team up to passionately argue their case against Ryota, Bunko and Shiori, or boys might be on one side and girls on another, but regardless they always work together as one to deal with any outside enemy.

So how might Naoki, Ryota, Arata, Shiori and Bunko approach a problem differently? Naoki would be trying to find solutions that take into account the feelings of as many of the gang members and the people they come into contact with as possible. Shiori would be thinking very broadly about the problem and the

other areas it might be associated with. Ryota would be focused on finding a solution quickly rather than pondering too much if it's the right one. Bunko would take the opposite approach, wanting to explore every avenue before coming to a conclusion. And Arata would be hell-bent on coming up with a solution that nobody had tried before and be more interested in the unknown nature of it than the results.

All of the gang members have something to offer. Each of their perspectives and ways of doing things has some merit, and imagining how they each might approach a problem can help us switch into different modes of solving it. We can try to imagine what each of them might think and then, when we have some ideas, think about which would agree with each solution, what arguments might ensue and how we might reconcile them. Is there one that is radical enough for Arata, yet doesn't upset Naoki's status quo? Can it fit the facts enough for Bunko and still not lose Shiori's interest by being too rooted in reality? And can it be made to happen without too much dilly-dallying so Arata feels like things are actually getting done? Soon to be a major motion picture ...



Naoki, the sensitive one, is very aware of his own and other people's feelings and is always thinking what somebody meant by what they said or did. He's quick to laugh and quick to tears and is always trying to restore balance and harmony in the group.



Shiori, the daydreamer, just goes with the flow and often seems to be in another world. She can often be found wandering around at the edge of the other's activities, not quite a part of them. She will often say something profound and seemingly unconnected to what's going on, and only later will others realise what she meant by it.



Ryota, the leader, is self-assured and bossy. He likes to feel in control and will always make the final decision on what the gang should do. He acts and reacts quickly without thinking things through too much and his decisiveness means they get things done, but can also lead the gang into trouble.

Bunko, the brainy one, is very fact-based and analytical. She loves to think through problems and come up with the most logical solutions based on the facts. She is loud and will challenge Ryota if she thinks he's going about something the wrong way, and she can upset Naoki by her blunt,

commonsense opinions.

Arata, the rebellious one, is the one most likely to get the group into scrapes because he's always pushing boundaries, but that means he's also the one most likely to push them into exciting adventures. He hates accepting things because that's the way things are and is apt to go off on his own if he gets too bored with the group.

158 THE BUSINESS PLAYGROUND SHOE SWAPPER 159