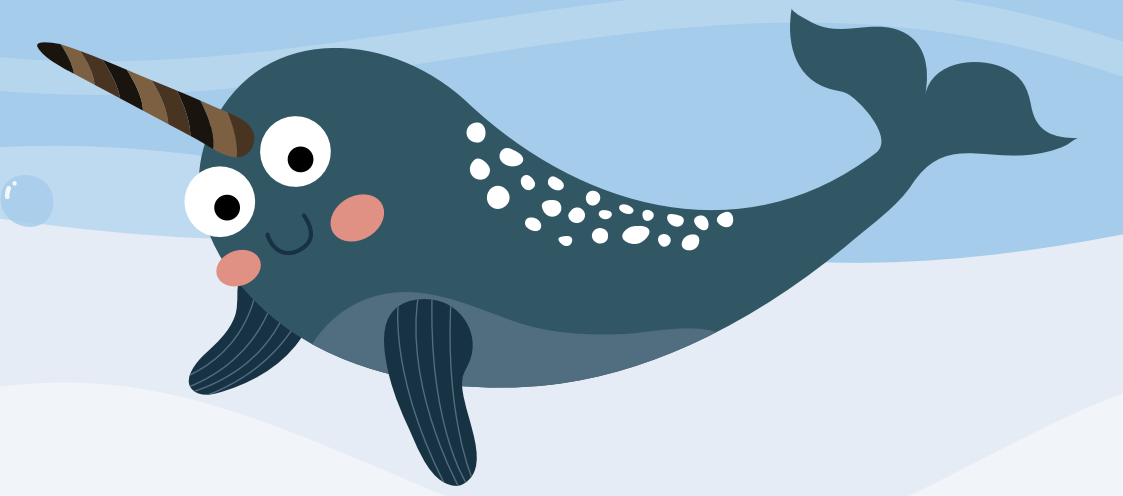


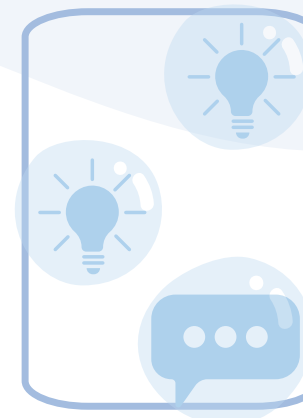
ASPIRATIONS

ASPIRE



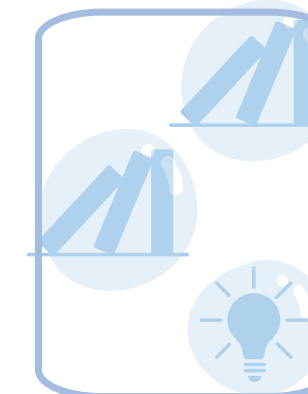
YEAR 2

SELF WORTH



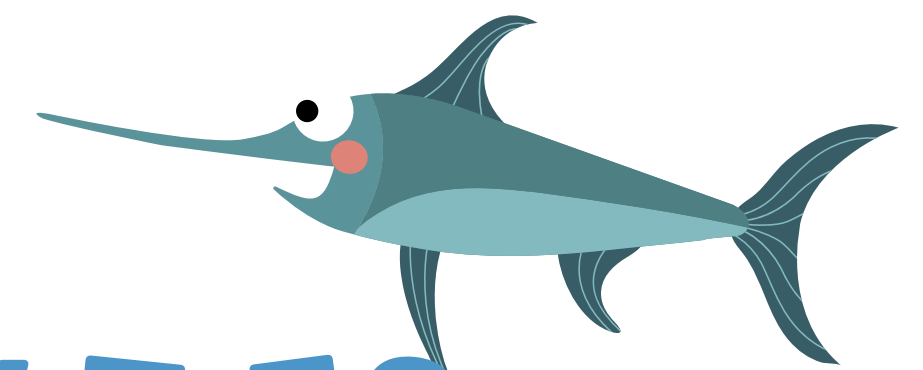
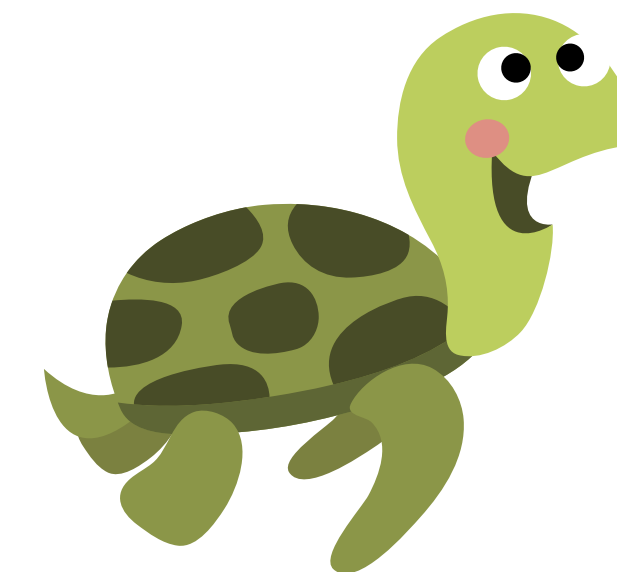
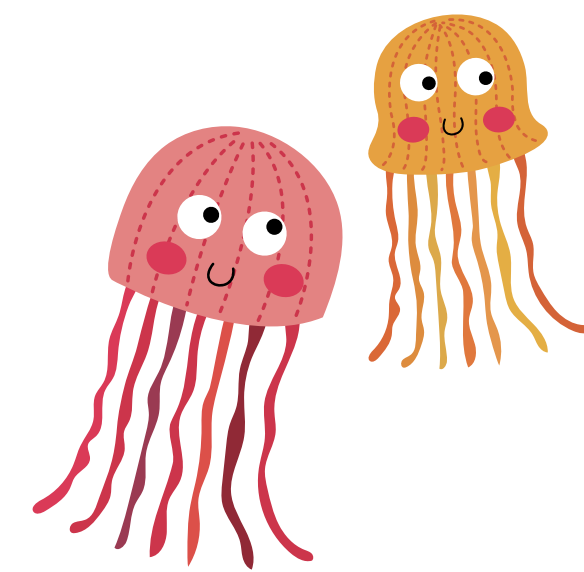
1. Be a role model
2. Complete classroom responsibilities
3. Talk to your class about your hero

PURPOSE

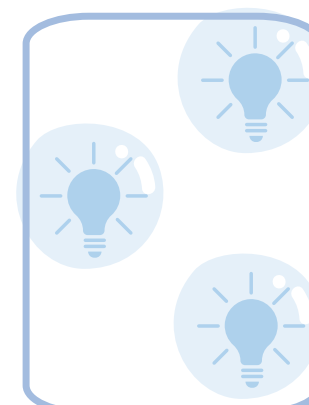


7. Get onto Accelerated Reader R
8. Earn your pen licence R
9. Decide how you will change the world I

How many
activities can you
complete by the end
of the Year?



ENGAGEMENT



4. Run a playground game
5. Take part in the Christmas show
6. Go on a school trip on a coach

GREEN ACTIVITIES



10. Make your own bug hotel
11. Go in the sea at four beaches

KEY:



RESILIENCE



COMMUNICATION



INITIATIVE

